

How to Draw Anime & Manga Faces



**A Step by Step Drawing Guide
for Kids, Teens and Adults**

Shinjuku Press

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How to Draw Anime Faces

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Conclusion

INTRODUCTION

Anime is a unique form of art that appeals to almost everyone. It is used to tell stories of all kind. You can find anime as heartening romances, sentimental tear-jerkers, action-adventure Shounens, and any other genre you can think of. If you like stories, there is an anime for you.

As an anime producer, one should aim to master the essential elements like character design, cinematography, graphic arts, and sound design. Sounds like a lot, doesn't it? Well, that's what it really takes to bring to life the anime that we all know and admire.

Anime has evolved constantly throughout its history of over a century. Today's styles, animation methods, and almost all the processes involved in the creation of anime are considerably different from the early years. The development of styles and techniques has brought more striking and aesthetically pleasing illustrations to the fans.

Though diverse, anime styles share some iconic features that make it stand out from other styles of drawing. The large bright eyes, exaggerated expressions, unusual but cool hairstyles, and accentuated body proportions are some of the most noticeable features of anime.

The first step on your journey of becoming a master anime artist is perfecting the basic process of drawing anime and manga faces. Understanding the concepts, observing the details, and then experimenting is vital. All the other things come with the time and practice that you dedicate to sharpening the skills. As they say, practice makes perfect!

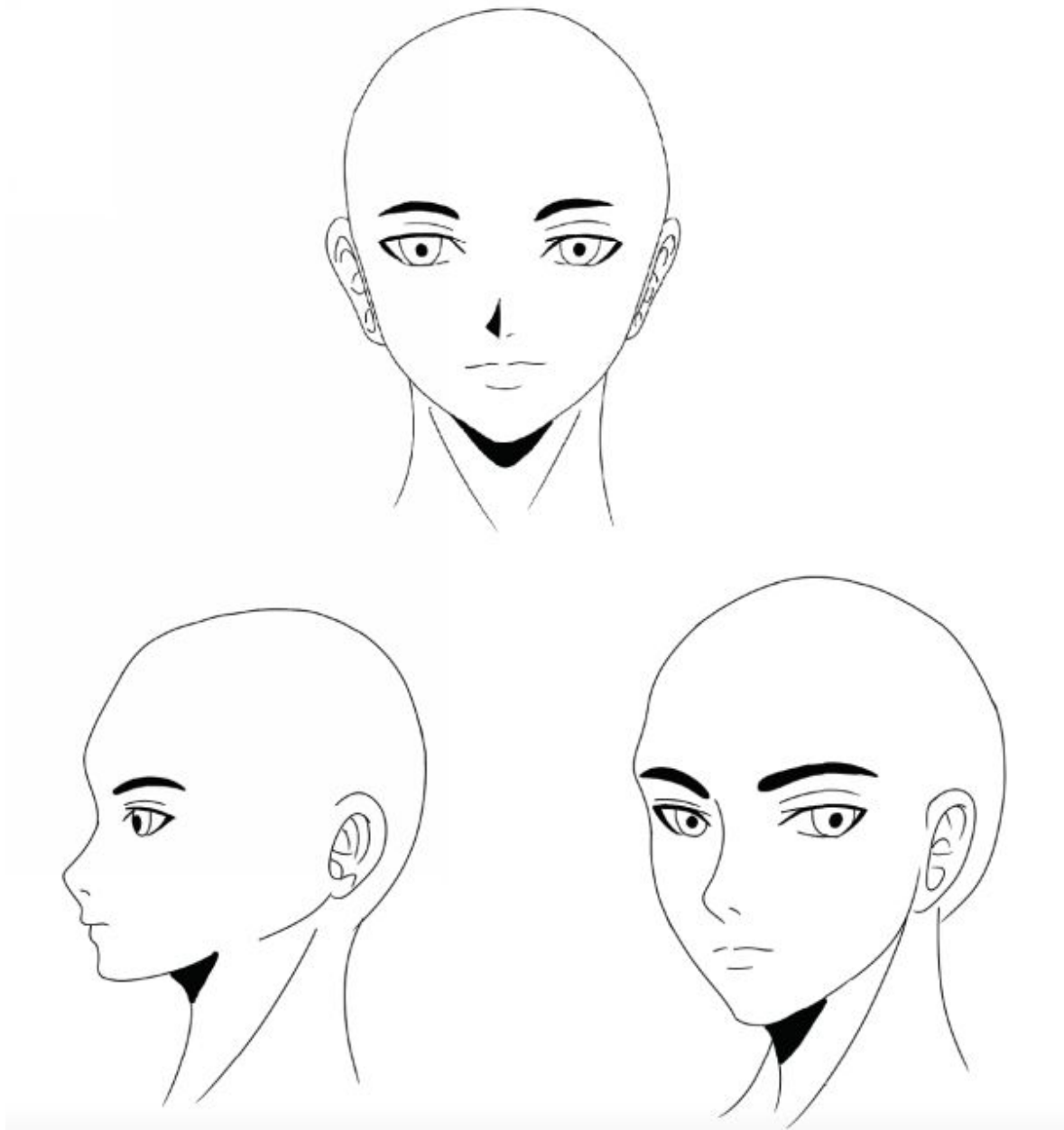
Look at the world from a different perspective. Anything could be your inspiration; anyone could be your muse! Someone's body language, fashion styles, or even hairstyles can hit you with an idea for your next anime character. Remember, anime is an interpretation of the real world, so don't hold yourself from using whatever inspires and interests you.

Grab your pencils and get ready to explore the fascinating world of anime!



DRAWING THE HEAD

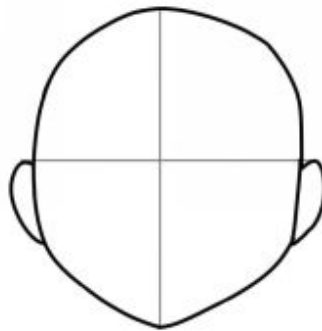
-Different Shapes and Basic Angles-



DIFFERENT HEAD TYPES AND THEIR FEATURES

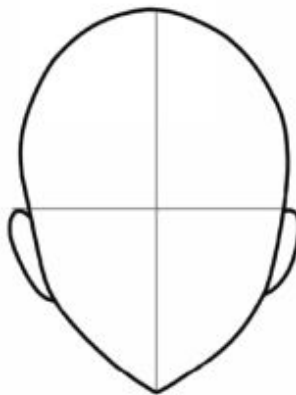
Children

The shape of an anime child's head tends to be rounder. It is also bigger in comparison to the rest of the body.



Young Adult/Teen Female

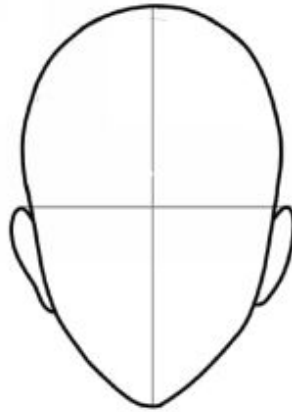
Female characters of this age tend to have softer and rounder features compared to the male characters. The chin is also a bit smaller and shorter. It can also be a bit wider, especially in the cheek area, but it can vary depending on your preference.



Young Adult/Teen Male

Anime male characters of this age have larger chins and longer faces compared to females or younger males. However, the shape of the head can differ based on style.

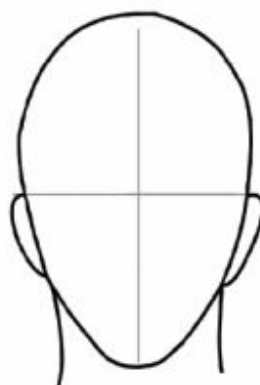
Note: The shape of the head for each type can vary depending on one's style and the characteristics of the characters (chubby, slim, etc.). Therefore, it is fine to experiment to find the style that suits you the best!



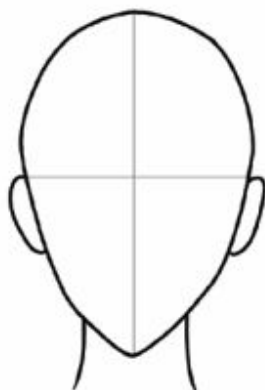
OTHER SHAPES/VARIATIONS OF ANIME HEADS



Chibi Head



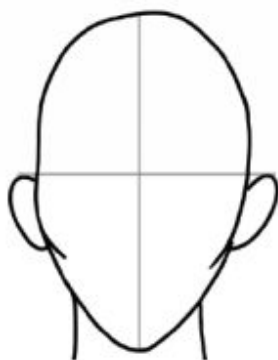
Adult male head



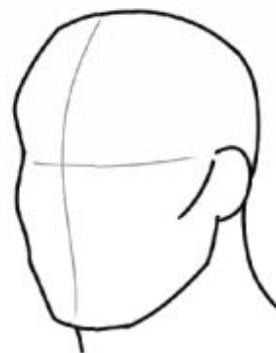
Adult female head



Chubby head



Slim Head



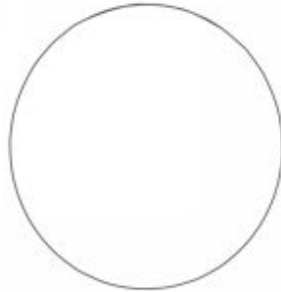
Muscular head

DRAWING THE HEAD

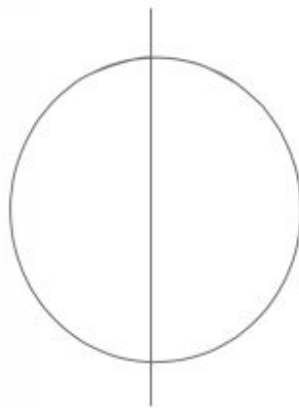
-The Front View-

1. Let's begin! The first step is to draw a circle.

Note: It doesn't have to be a perfect one as long as it is a circle shape.

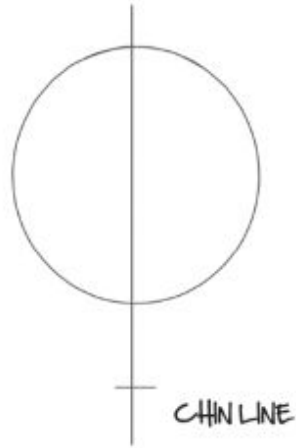


2. Next, draw a vertical line in the middle of the circle to divide it in half.

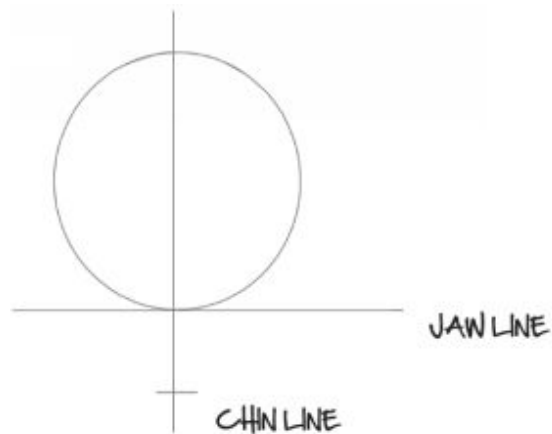


3. Then, draw the chin line to serve as the guide for where the chin will form.

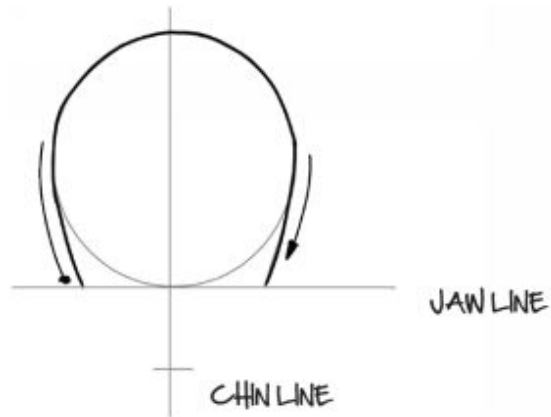
Note: If the circle's diameter is within 3 inches, take about 1 inch and draw the chin line. On the other hand, you could just place it based on your preference.



4. Draw a horizontal line right about the bottom of the circle. It will serve as the guide for the jaw.

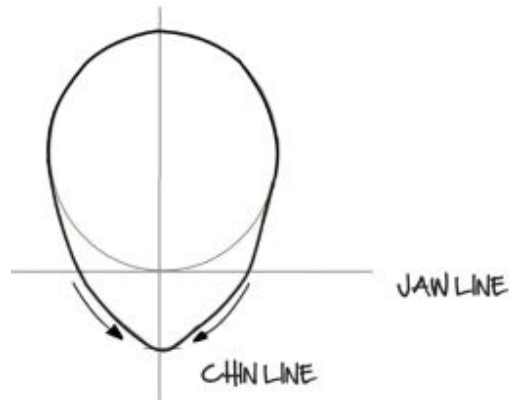


5. After that, outline the part of the circle, and draw a line intersecting the jawline.

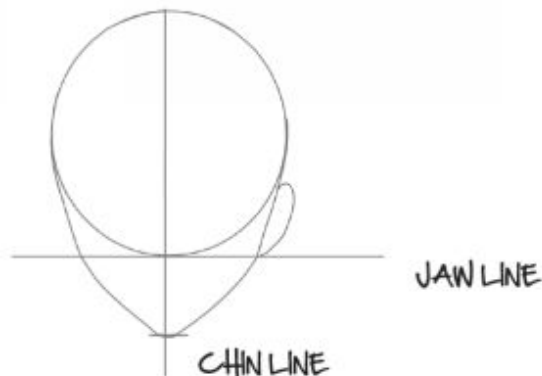


6. Then, connect the lines from both sides to the chin line.

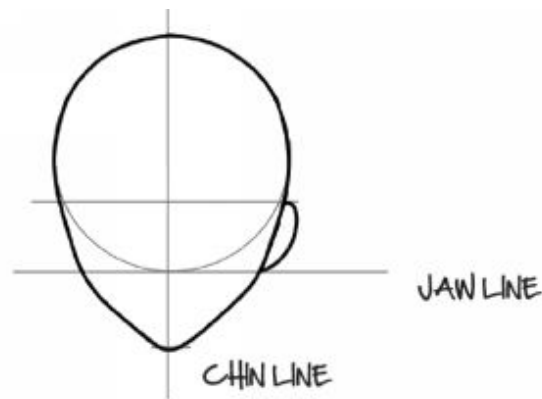
Note: Male characters tend to have wider chins than female characters.



7. For the final touch, draw an ear on both sides of the head just above the jawline.



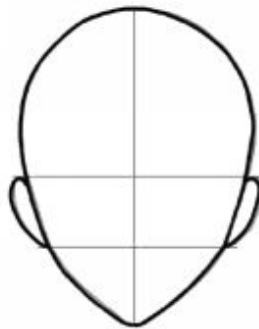
8. After that, draw a horizontal line above the ear to help serve as a guide for the other ear.



9. Draw the other ear on the other side of the head. And there you have it - the front view head angle.

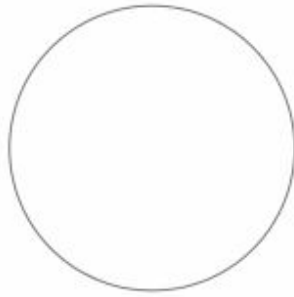
10. Erase the extra lines, and you're done.

Note: The guidelines drawn during the process will help determine where to map the eyes, nose, mouth, and eyebrows.

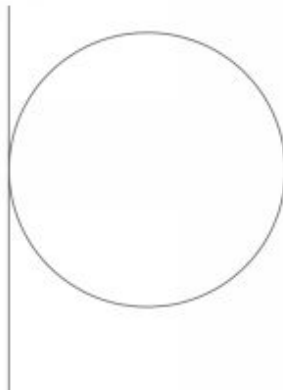


-The Side View-

1. First, draw a circle (again, it doesn't have to be a perfect circle).

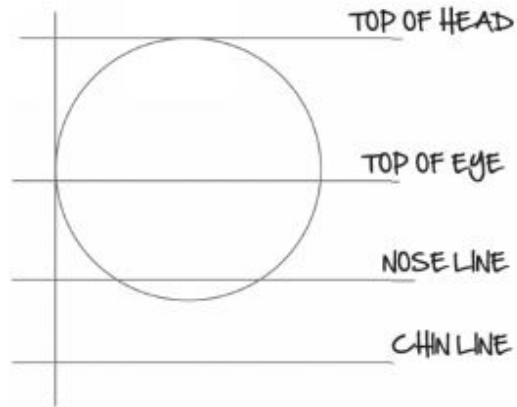


2. Afterwards, draw a vertical line down the left or the right side of the circle. Whatever side you put the line, that is where the head will be facing.

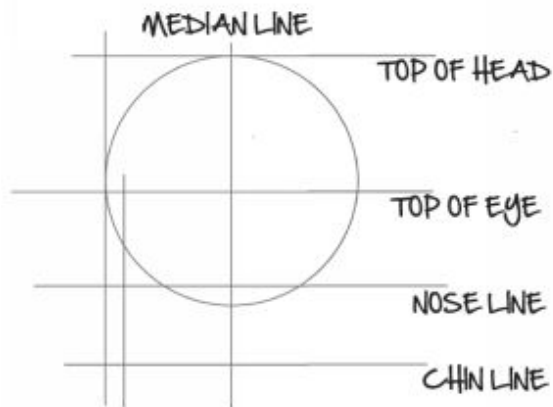


3. Draw horizontal lines for the chin, base of the nose, and top of the eye. The eye line should be right about the middle of the circle, while the nose line should be around the middle of the eye line and chin line, right at the bottom part of the circle.

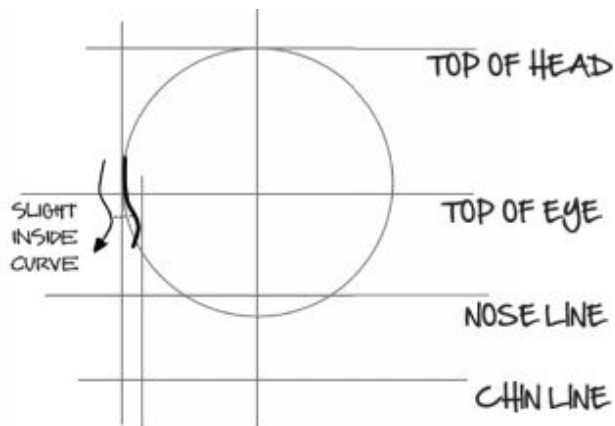
Note: If you are drawing a male or a mature character, the chin should be a little longer. If you are drawing a girl or a younger person, then the chin should be shorter. Either way, it depends on your preference.



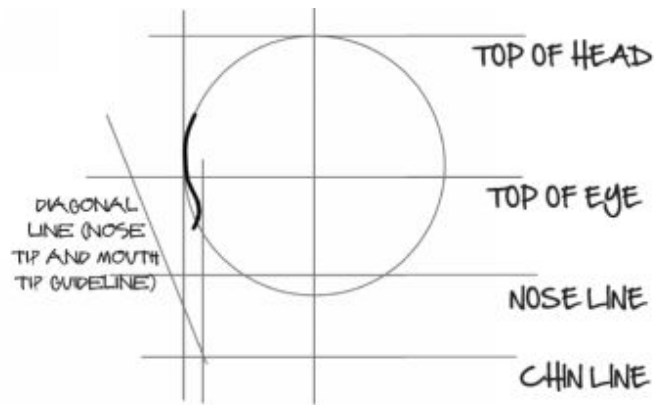
4. Draw a vertical line right in the middle of the circle and one slightly inside the face (near the vertical line outside the circle), cutting across the chin and eye line.



5. Add a slightly inward curve around where the eyes will be.

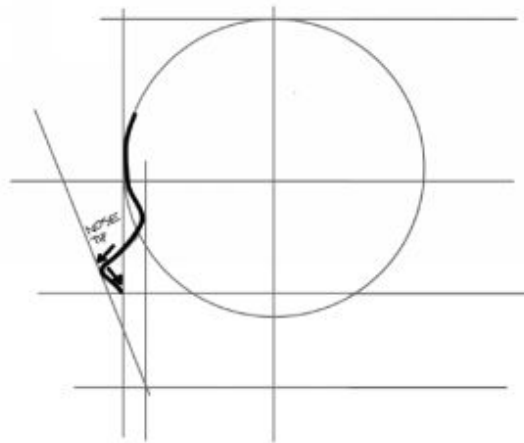


6. Then, from the bottom of the chin line, draw an angled line outwards as shown in the example.

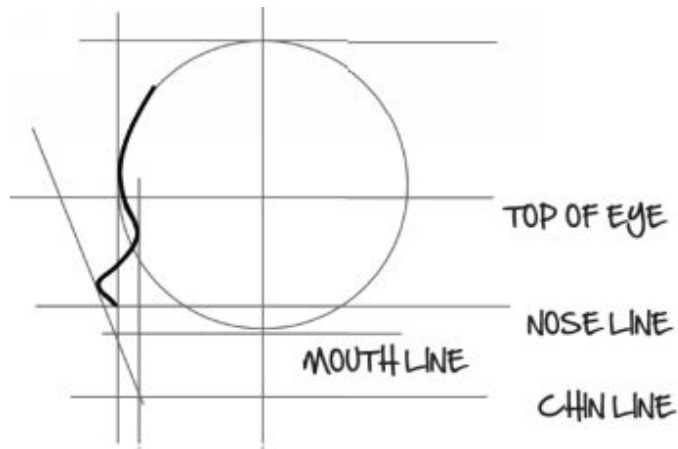


7. Use the angled line to add in the tip of the nose, then connect it to the bottom of the nose guideline, as shown in the example.

Note: The shape of the nose can be changed depending on age, gender or preference.

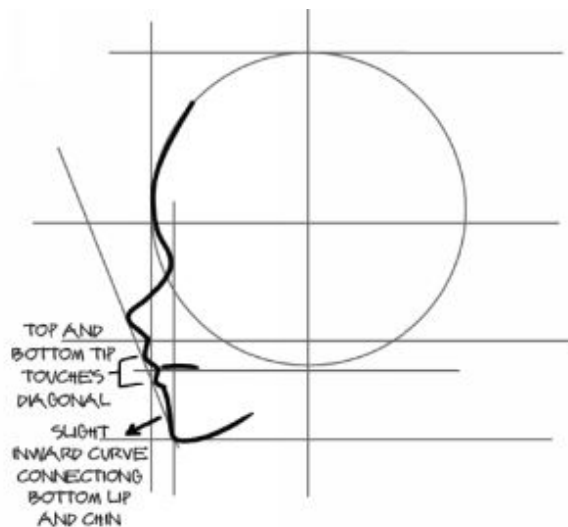


8. Add another horizontal line between the nose line and the chin. It will serve as the guideline for the mouth.

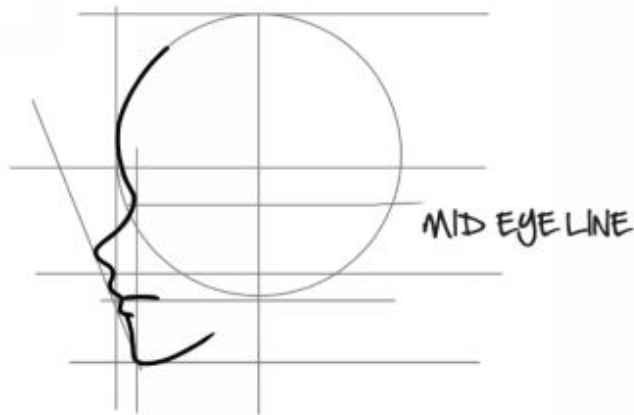


9. Draw an "M" shape right below the bottom of the nose, to form the mouth, and connect the bottom of the mouth to the chin with a slight inward curve.

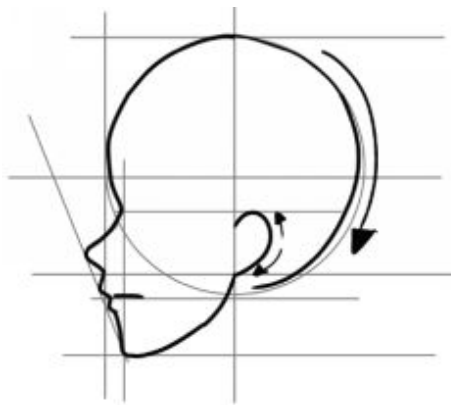
Note: When adding in the mouth, make sure that only the tip of the top and bottom lips touch the angled guideline.



10. Next, draw another horizontal line just slightly below the top of the eye line. It will serve as a guide for the top of the ear.



11. Finally, draw the ear right by the side of the middle vertical line and in between the nose line and the mid-eye line. Draw and connect the jaw to the bottom of the ear for the final touch.



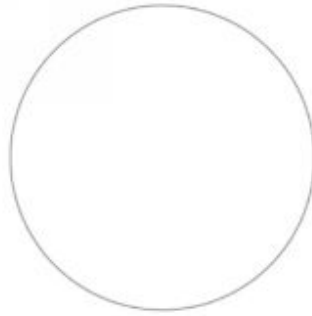
12. Erase the guidelines. And there you have it, the side view of the head!

Note: The process of drawing the head may vary.

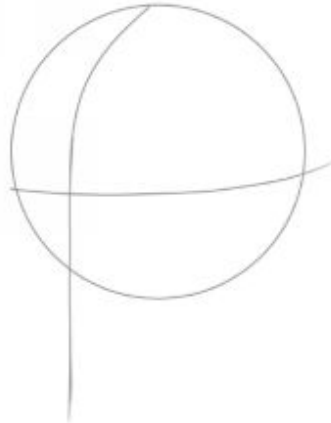


-The 3/4 View-

1. Once again, we'll start with drawing our trusty circle.



2. Next, draw a vertical line (slightly curved on the top of the head) right about the left or the right inside of the circle (based on your preference), and a horizontal line in the middle slightly curved to form a cross.

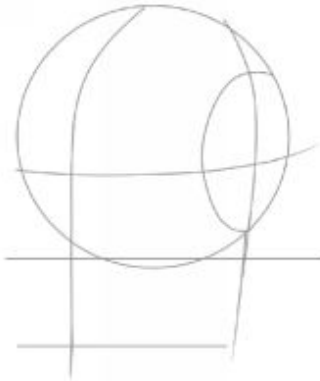


3. Draw a semi-circle or an oval on the other side of the circle (left or right depending on where your character is facing) and draw a vertical line in the middle of it, which will serve as the line connecting to the jaw.

Note: The curves of the line and semi-circle are drawn to give a more solid effect to the head to properly show its shape and dimensions.



4. Draw a horizontal line to mark the chin's placement and another horizontal line around the bottom of the circle to serve as a guide for the curves of the jaw.



5. Then draw a slight inward curve around where the eyes will be. Then draw a diagonal line across the circle's bottom line, towards the chin, line to form the cheek.

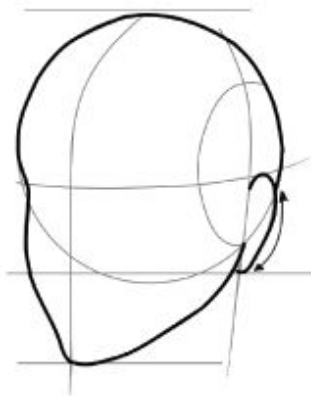
Note: When drawing the cheek, you could add a little curve to it depending on the shape of the character's face.



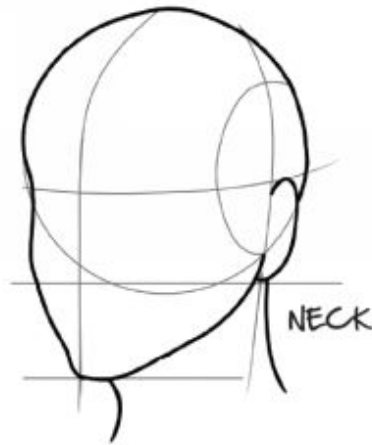
6. Draw an upward curve from the chin connecting towards the semi-circle's vertical line to form the jaw.



7. Afterwards, draw the ear behind the vertical line inside the semi-circle between the middle horizontal line and the bottom horizontal line.



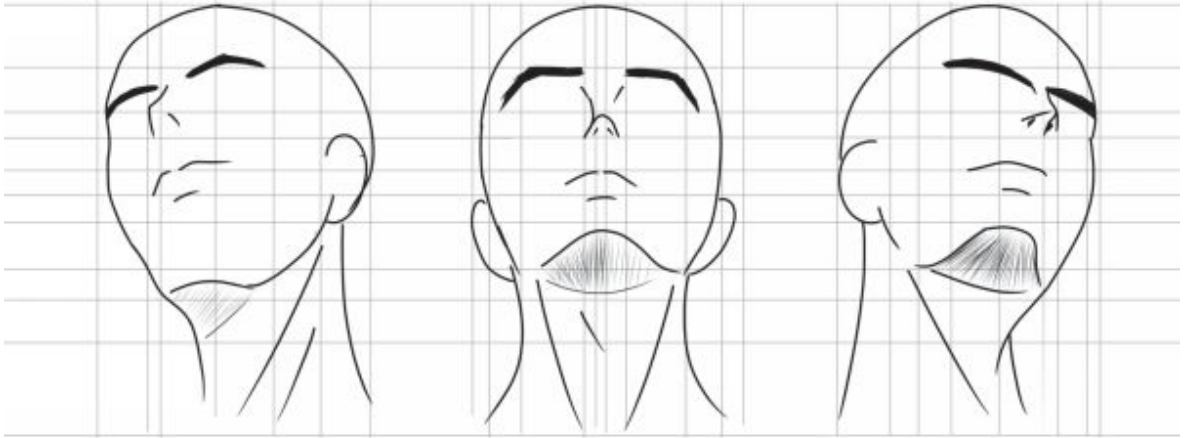
8. For the final touch, draw the neck right below the ear and the chin.



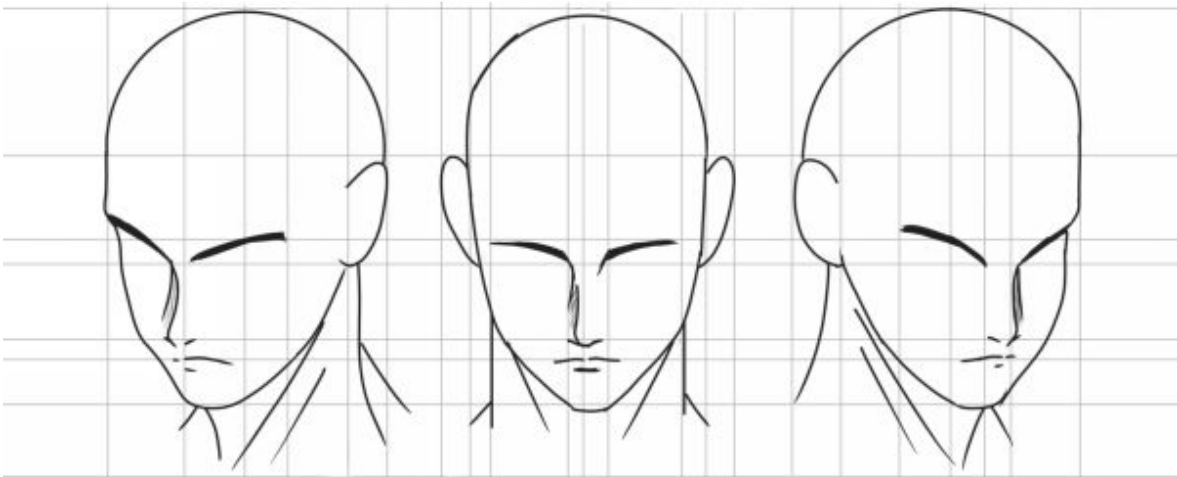
9. Now you're done with the 3/4 view of the head!



-Other Head Angles-



Looking up



Looking down

DRAWING THE FACE

-Eyes, Nose, Mouth and Eyebrows-



DRAWING THE EYES

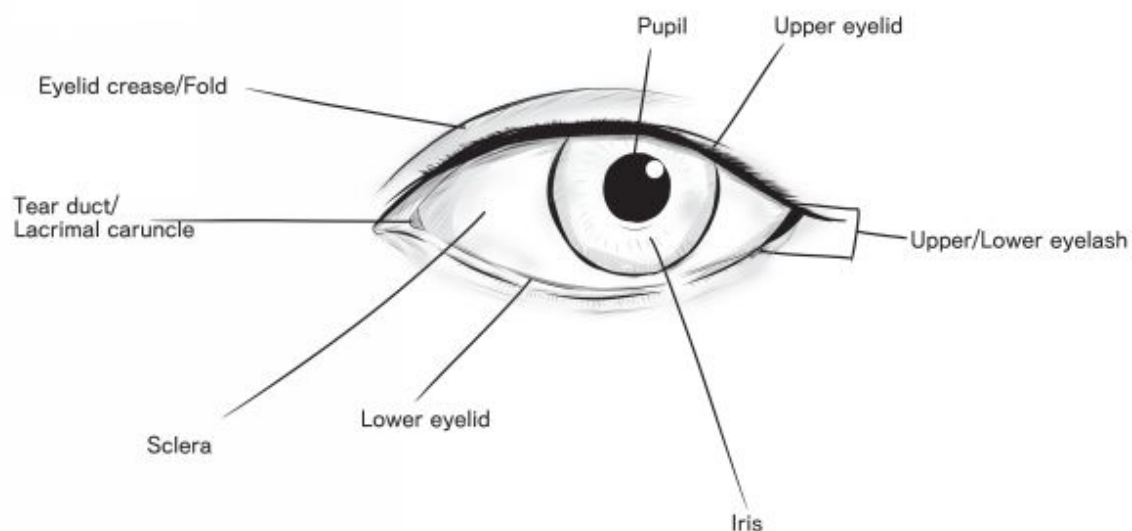


In this chapter, we will learn to draw an anime eye! The lessons and techniques you will get from this can be applied to any variety of stylization of the human eye, and to start drawing anime eyes, we will need the following:

- A basic understanding of the anatomy of the eyes.
- Knowledge of the common elements of anime eyes.
- Step by step approach to drawing anime eyes.

With that said, let's start!

Anatomy of the Eye



The image shows different parts of the eye. It does look complex but don't fret because when it comes to drawing in the anime style, it can be simplified as we will see in a while.

BASIC FEATURES OF ANIME EYES

Anime eyes can be drawn in a number of different styles. Sometimes to the point where they're unrealistic and just recognizable as eyes. We can interpret this as observing the real world and putting that observation on paper in the perspective and style of anime. Anime eye drawings use such styles quite regularly. Take the shape of the eye for example. It tends to be larger and rounder in anime and that's true for the iris as well. With that said, the personality of your anime character plays a big role in deciding the style of eyes. Here, we will focus on the most common elements of anime eyes.

1. **Highlights from light sources**

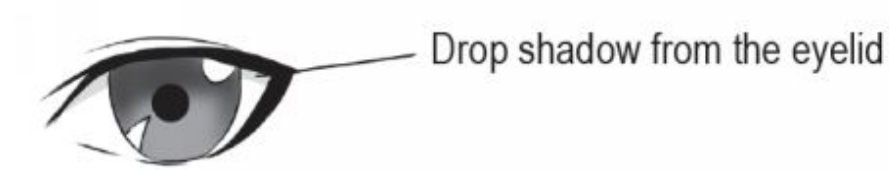
White or bright circles and ovals appearing in stylized anime eyes represent highlights on the surface of the eye.

Note: Usually, one highlight is more dominant and depicted larger, and the second is subordinate and depicted smaller.



2. **Drop shadow from the eyelid**

A drop shadow from the upper eyelid covers the iris and the sclera one third or sometimes half of the way down.



3. **Thick lines for upper eyelid**

Since we usually have more eyelashes on the upper eyelid than the lower, in anime drawings, the upper eyelid lines representing the eyelashes are drawn thicker. Observe the samples below.

Note: The level of thickness for the upper eyelid varies depending on the type of eyes, style, and preference.



4. **The indication of the eyelid fold**

Though not always, eyelid folds are indicated most of the time when drawing anime eyes, usually with a line or two. Yet, they can be drawn differently based on your taste. See examples below.



With eyelid folds



Without eyelid folds

5. The iris

The iris is quite large, taking up more space on the eye's surface than usual. The eye itself is much bigger than a real one. It is most observable in children and female eyes. Male eyes, on the other hand, often have smaller irises.

Note: This varies depending on your style and preference. Occasionally, some artists draw the eye as close to a real one as possible.



Female eyes



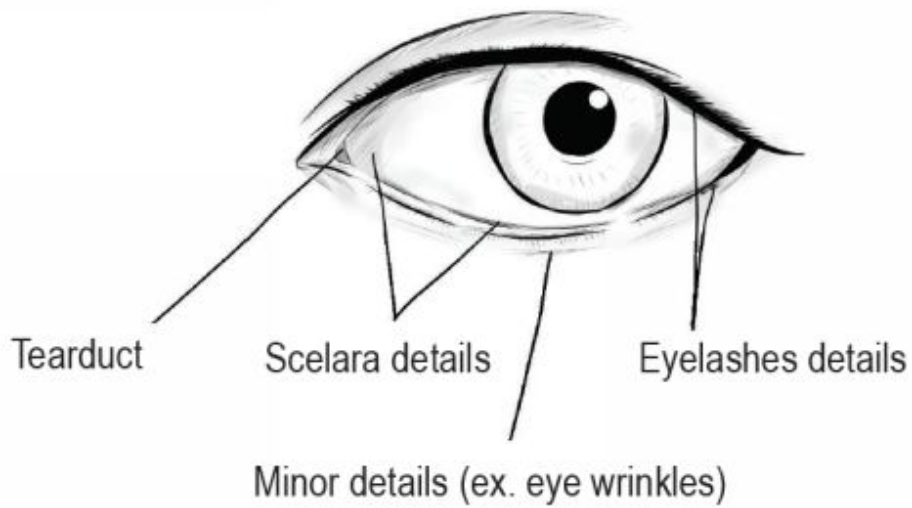
Male eyes

6. The omitted parts of the eye anatomy

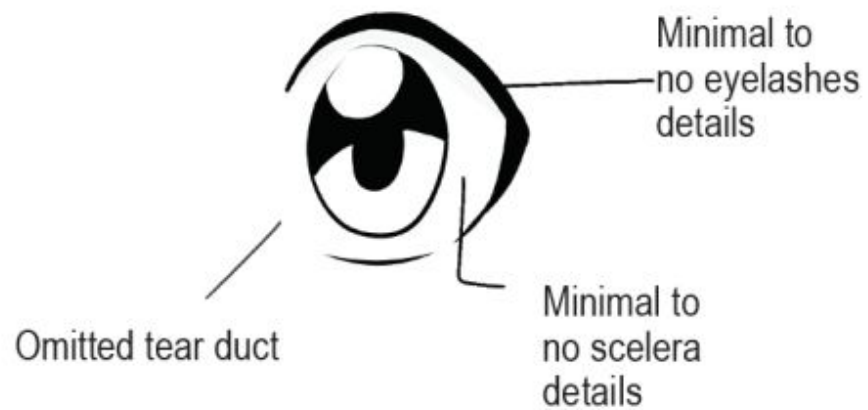
In anime style, some anatomical details of the eyes are omitted, such as the tear duct/lacrimal caruncle, details in the sclera, and occasionally, the lower eyelid, eyelashes, and the eyelid fold. For reference, see the comparison below.

Note: This is often observed in basic anime eyes, but as always, the omission of details may change depending on an artist's preference. Some omit a few eye details, while some draw the eye as close to reality as possible. Now that we know the standard features of an anime eye let's get to the steps of drawing it.

NORMAL EYE



BASIC ANIME EYE



DRAWING BASIC ANIME EYES

-The Front View-

First, draw downward curving lines going down and back towards the other end of the line. In a sense, the upper lid should somewhat represent a downward C shape. To ensure that the curves are aligned with each other, you could draw a horizontal line after drawing the first curve to serve as a guide.

Note: The space between the eyes is around the size of an eye.



Draw a diagonal, vertical curved line on the outer side of the upper eyelid. It will serve as an extension of the eyelid.

Note: After drawing the first side, you could make a horizontal line towards the other side to serve as a guideline for making them aligned.



Draw another curved line facing upwards. It will serve as the lower eyelid, which will also determine the height of the eyes.

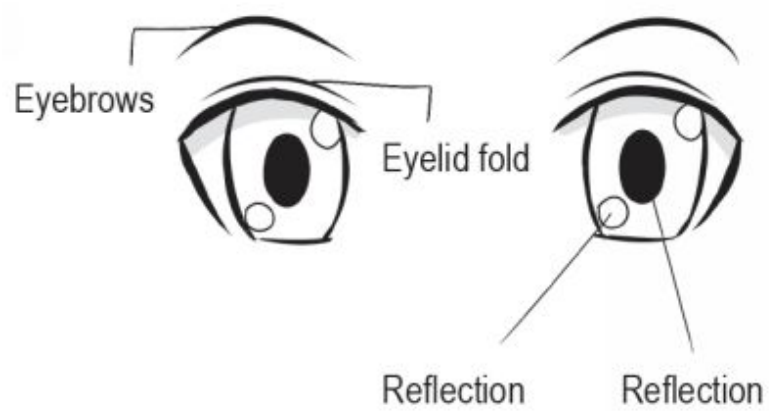
Note: The lower eyelid is much thinner than the upper eyelid/lash line.



Sketch an oval inside each eye. Make the top and bottom of the oval overlap with the eyelid, so the top and bottom are hidden. Make the widest part of the oval the same length as the lower lash line for the iris of the eye.



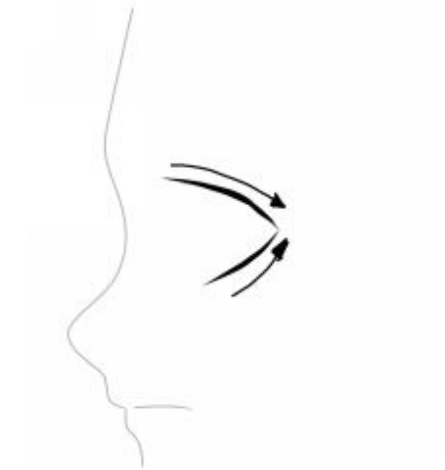
Draw a smaller oval inside the iris and shade it in black. It will be the pupil. Add in details by drawing a curved line facing downward on top of the eye, forming the eyelid fold. Then, add another thicker curved line above it for the eyebrows. Finally, add more life to the eyes by drawing small circles inside the iris, which will serve as light reflections. Then add shading for the top part of the sclera, the upper eyelid shadow.



-The Side View-

The process of drawing the side view angle is similar to drawing the front view. This time draw one eye as it is the only one visible in the side view version. Another difference that can be observed is the shape of the eye, as the side view version tends to be shaped like an arrow or a triangle.

Let's start making the arrow-shaped eye by drawing slightly slanted horizontal curved lines for the upper eyelid and the lower eyelid, connecting the two towards the outside corner of the eye.



Draw two vertical curved lines inside the eye shape (starting just under the eyelid towards the base of the lower eyelid), forming the iris of the eye.



Then, draw the pupils on the left side of the iris (right side if the drawing is facing the right), creating a curved line (like a reversed 'C' or a closed parenthesis) connecting to the left side of the iris. Shade it in black or a dark color you prefer.

Add emphasis on the upper eyelid/lash by making it thicker.



Next, add in details. For example, add the eyelid fold just above the eyelid by drawing a downward, horizontal curved line.

Then, draw a thicker curved line above the eyelid fold for the eyebrows.

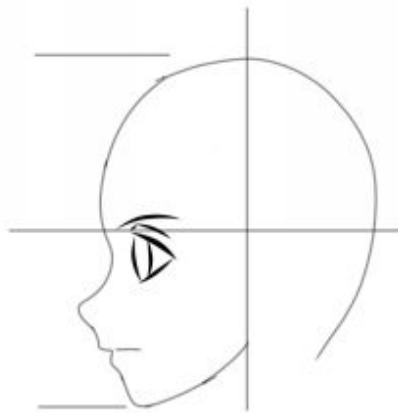


For the final touch, add in the reflection by drawing small circles inside the iris, along with shading under the upper eyelid for the eyelid shadow.

Add in color, and you are done with drawing the eye's side view!



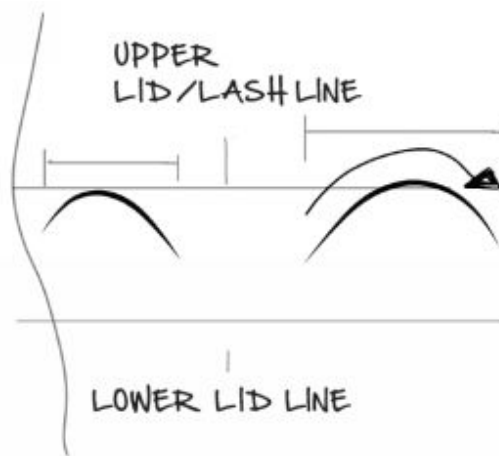
Note: When placing anime eyes in the side view, simply divide the head into two parts and draw the eyes below that line.



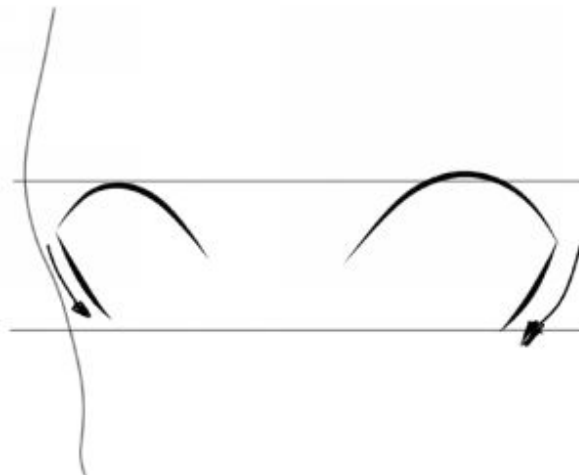
-The 3/4 View-

Start sketching the eye by drawing a pair of downward, horizontal curved lines below the upper eyelid guideline.

Note: The nearer eye's arc may go slightly over the upper lid guideline, as it is much bigger than the other eye. The closer eye is also longer than the far eye. This is done to emphasize the angle of the 3/4 view.

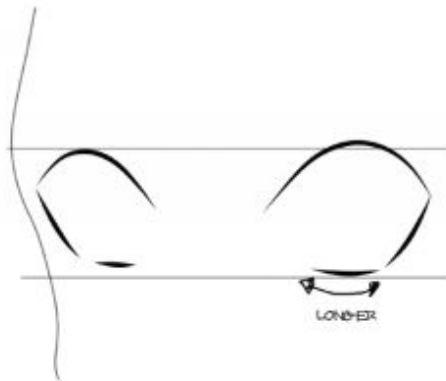


Draw a pair of slanted, curved lines on the outside corner of both eyes (just below the end of the upper eyelid, towards the lower eyelid line). It will serve as an extension of the upper eyelid and as a connection to the lower eyelid.

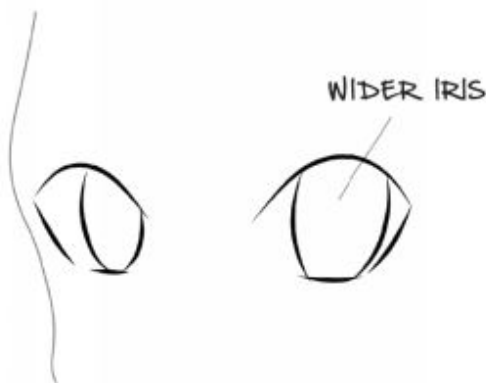


Then, draw a pair of upward horizontal curved lines just around the lower eyelid guideline to make the lower eyelid.

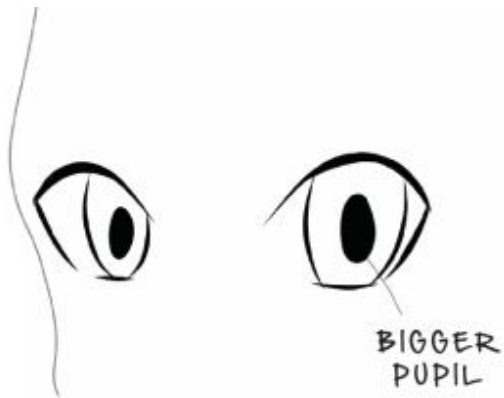
Note: The lower eyelid for the left eye can be drawn slightly above the guideline and shorter than the right eye's lower eyelid, as the other eye is a bit smaller than the near eye.



Draw a pair of ovals inside both eyes, going from under the upper eyelid towards the lower eyelid. Make the oval on the nearer eye slightly wider than, the smaller oval in the further eye. They will serve as the irises.

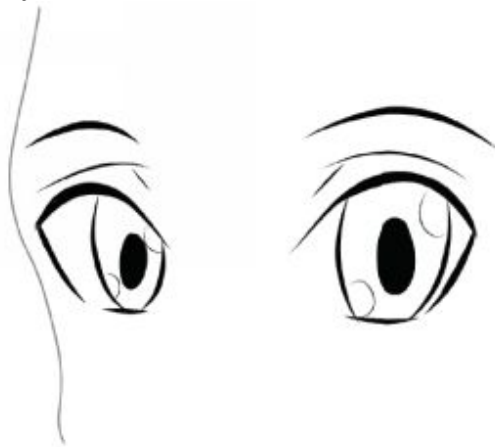


Add in smaller oval shapes inside each iris for the pupils. Make the one on the nearer eye slightly bigger than the one on the further eye. Then add emphasis on both upper lashes by making their lines thicker.



Finish up by adding details such as the eyebrows, eyelid folds, eyelid shadows, and light reflections. And there you have it, the 3/4 view angle of the eyes!

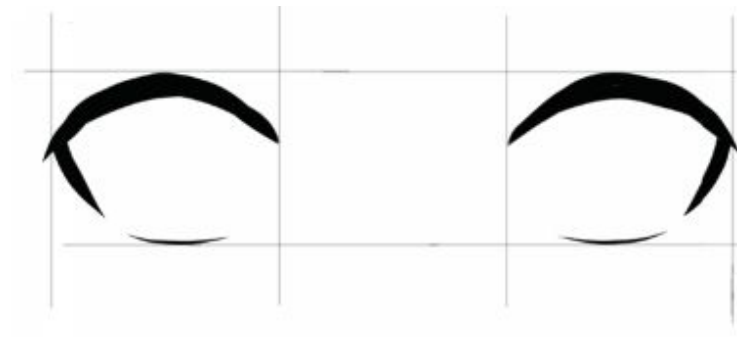
Note: Always try to remember that in a 3/4 view, the further eye is smaller than the nearer eye.



-Female-

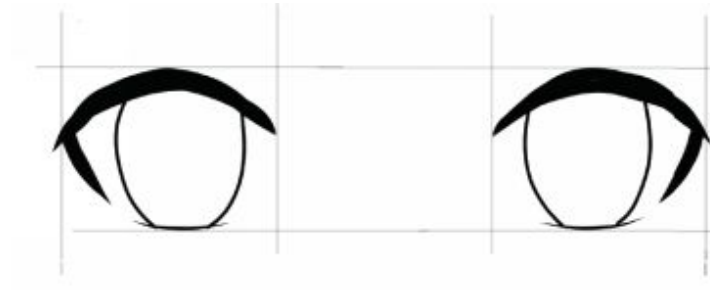
Step 1. Draw the shape of the eyes (upper and lower eyelid)

Start by drawing the eye's shape, following the process of drawing the basic anime eyes.



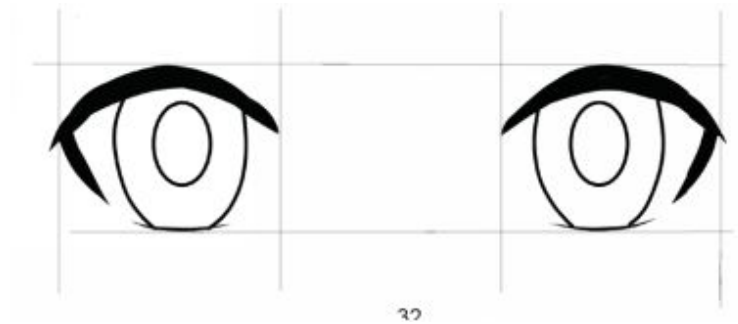
Step 2. Draw the iris

Draw the iris inside both eyes by drawing an oval shape in them.



Step 3. Draw the pupil

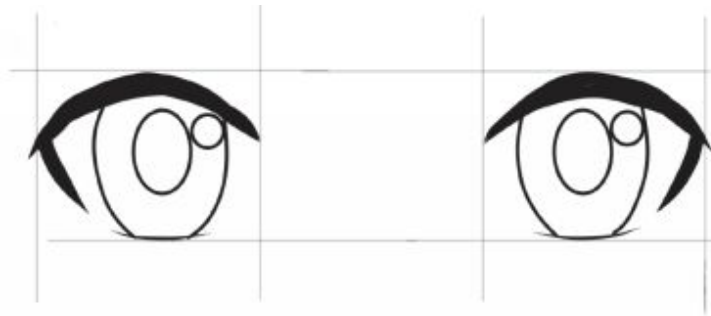
Then, add the pupils by drawing smaller oval shapes inside both irises.



Step 4. Draw the primary reflection

Then draw the main reflection area from the primary light source and place it based on the light's direction.

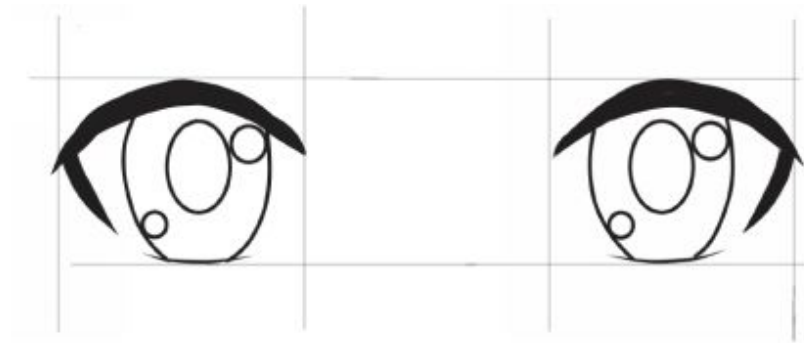
Note: The reflection's shape and color can depend on the light source's shape and color. You can leave the reflection white and give it a very generalized shape like a circle or an oval.



Step 5. Draw the secondary reflection

Afterward, draw a circle (smaller than the primary reflection) and place it on the diagonal opposite side.

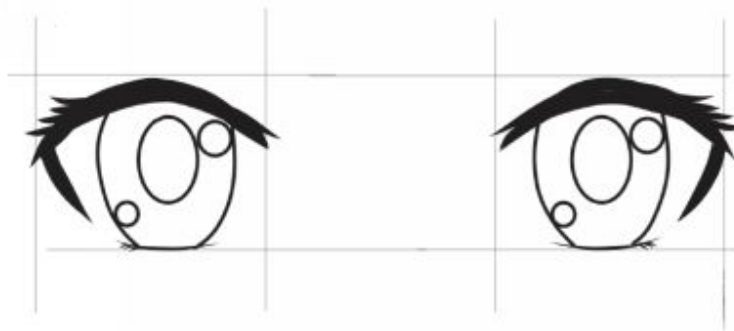
Note: This reflection usually comes from the main light source bouncing off a surface. That is why it tends to be smaller than the primary reflection.



Step 6. Draw the Eyelashes

Start drawing the eyelashes by making curved lines on the outside corner of the eyes, fanning out from the eyelid. Then, add some thinner and shorter curved lines at the lower eyelid's outer bottom corner for the lower lashes.

Note: You can also add lashes on the inner corners of the eyes.



Step 7. Add details to the eyes

To finish up, add details such as the eyelid folds, eyebrows, shade of the pupil, and eye color. Now, you're done with drawing the basic female anime eyes!

Note: Anime eyes are usually drawn bigger and wider than the real eyes. This is especially observable for female characters. Also, the eyelashes are more prominent than the males (longer, thicker, and more of them). But of course, it can depend on your preference!

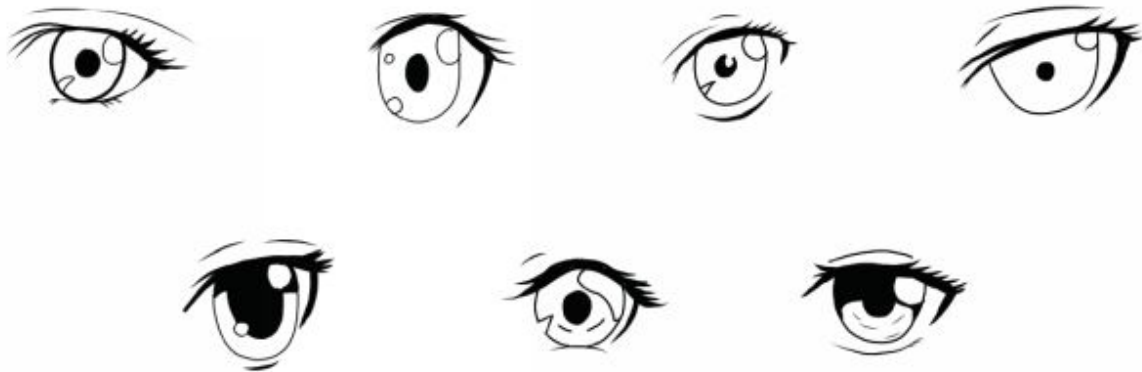


Other Examples of Female Eye

While the step-by-step process covers the basics of drawing the female eyes, the way one draws can be different. Some draw it traditional (round and big), while some draw it semi-realistic, but still with indications of anime style.

Here are some examples of other ways you can draw anime female eyes:

TRADITIONAL



OTHER STYLES



-Male-

When it comes to drawing male anime eyes, the process remains unchanged but as you'd expect, the features are different.

One of the differences is the size of the eye. As mentioned earlier, male anime eyes are narrower than female ones, which means the iris and pupil are smaller too. This is more clearly visible in the eyes of older male anime characters.

Another important difference between male and female eyes is the details of the eyelashes. While female eyes often emphasize the eyelashes by making them thicker and styled, the male eyes usually don't. The male eyelashes are thinner and minimally styled compared to the female ones.

Note: These two characteristics are often observed with the male eyes but are not a rule. The features differ depending upon the artists and their styles.

Let's continue and learn to draw the male anime eyes.

Step 1. Draw the shape of the eye (Upper and lower eyelid)

Draw the overall shape of the eye. The outline of the eye will basically be the eyelashes and eyelids.



Step 2. Draw the iris

Next, add the irises by drawing a pair of ovals or half ovals under the upper eyelid. Do it for both eyes!



Step 3. Draw the pupils

The following step is to add the pupils by drawing the same oval shapes inside the eye, just in a smaller size.



Step 4. Draw the primary and secondary reflections

Draw the light reflections inside the eyes by forming two small circles inside the iris, with the primary reflection overlapping a part of the pupil and making it slightly bigger than the secondary one.



Step 5. Shading the pupil and the iris

Next, shade the pupil and the iris with a color you prefer while also erasing the pupil's line overlapping with the primary reflection.



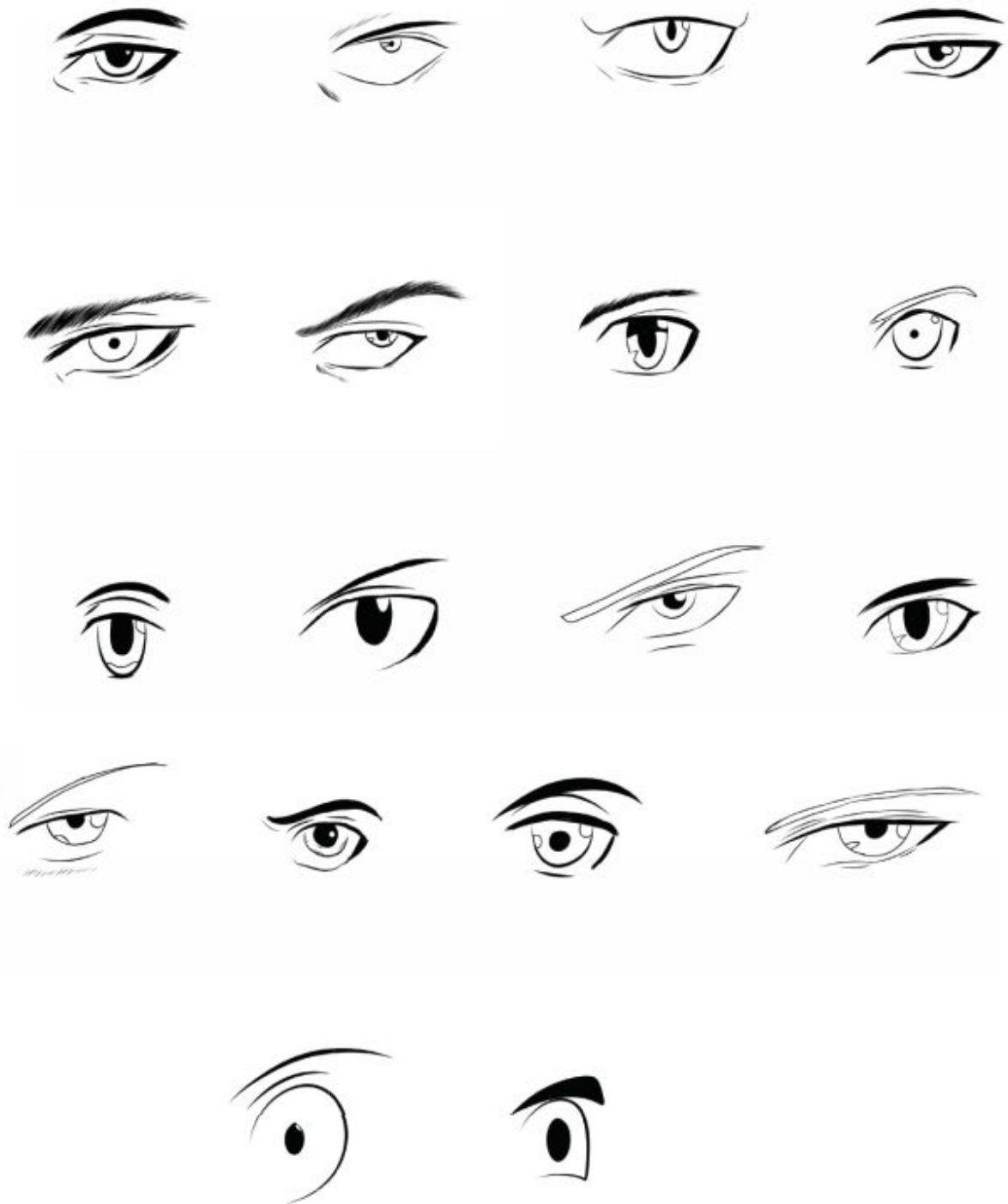
Step 6. Add the details

Draw the eyebrows and eyelid folds on top of each eye for additional details, and it's done. Now you have a pair of basic male anime eyes!

Note: Notice that during the process, we did not add details to the eyelashes. It's because eyelashes for basic male eyes in anime often are not stylized.

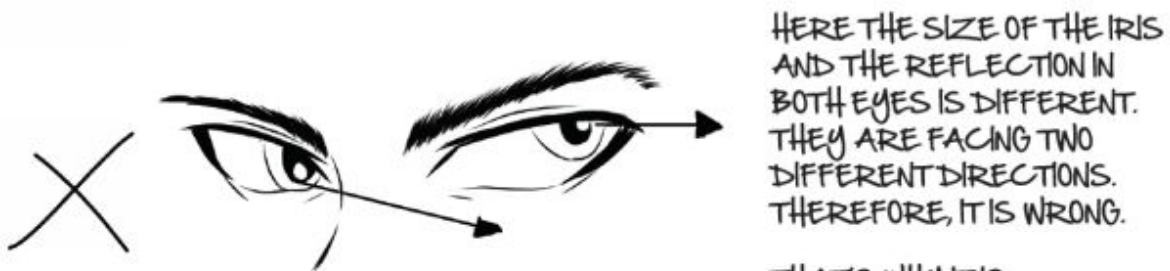
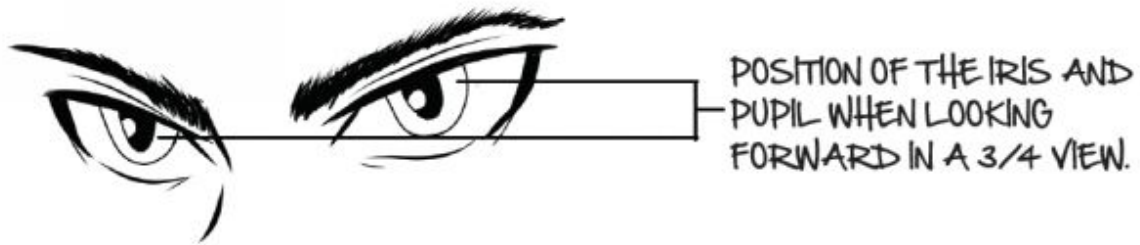


Examples of Male Eyes in Other Styles



-Extra Tips-

Iris Movement



THAT'S WHY IT IS ESSENTIAL TO OBSERVE THE IRIS, PUPIL, AND REFLECTION'S PROPER POSITIONING.

Eyelashes

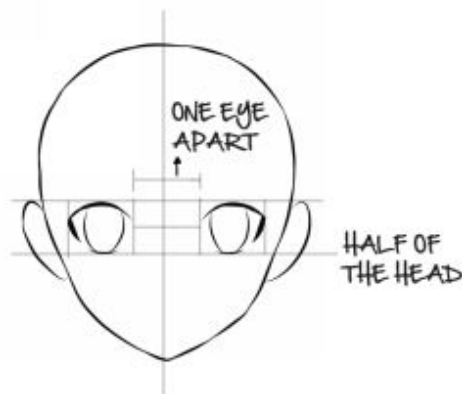
Do not draw the eyelashes in straight lines and individually, but in curved lines, clustered with one another to make a more pleasing stylized image.



Eye placement

Remember that the eye's ideal placement is right under the horizontal line dividing the head into half. This placement may apply to the other views of the head and eyes, such as the 3/4 view.

Note: The two eyes should be about an eye length apart from one another.

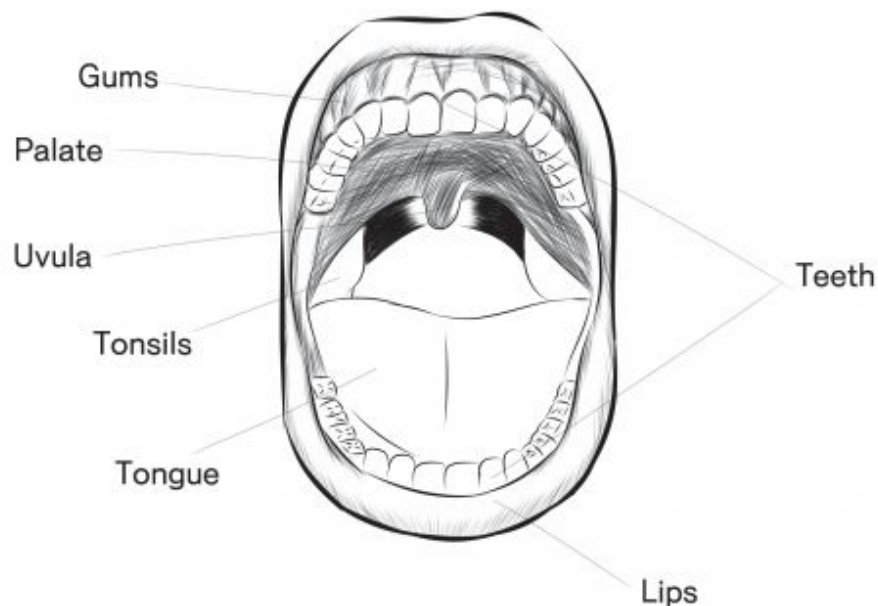


MOUTH AND LIPS

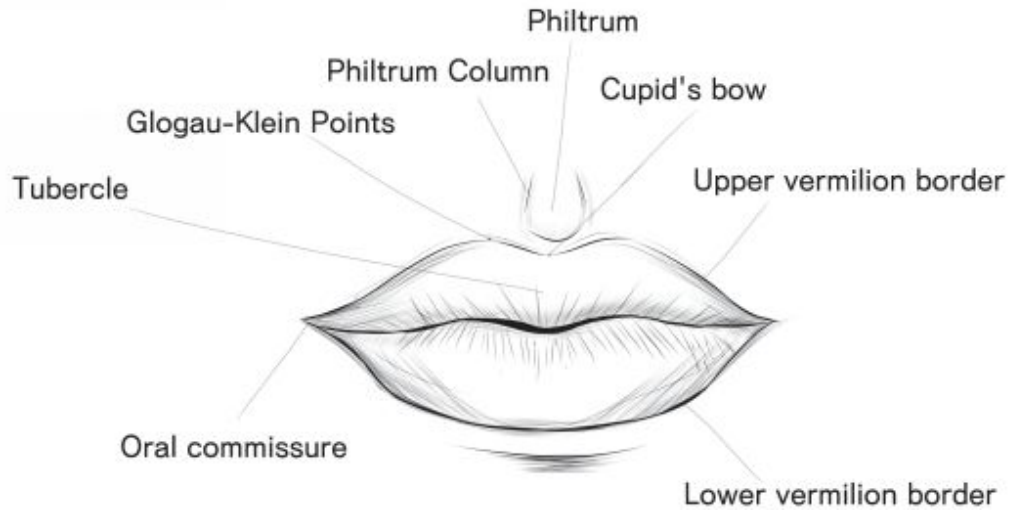
Drawing the lips and mouth in an anime style isn't as complicated as drawing realistic lips or mouth. However, it might be useful to learn a bit about the mouth's anatomy. Having the basic knowledge of the parts of the mouth and lips will significantly help you draw the anime version of it, especially while drawing the female mouth and lips or exploring your style of illustrating it.

See the diagrams below for reference on the different parts of the mouth and the lips.

Anatomy of the Mouth (Open)



Anatomy of the Lips (Closed Mouth)



Note: Like the eye's anatomy, it is unnecessary to draw all parts of the mouth when drawing in anime style.

As we all know, it is very common for mouths in anime to be drawn in a line, without the shape of the lips, but in other cases, some styles (usually the more realistic ones) do apply them. As the artist, you can decide how to draw it, whether in a single curved or broken line or a more detailed one. Now will be looking at the different types of lips and mouths you could apply when drawing anime. Let's get into it!

Types of Anime Mouths

Mouth as a Line (The Basic Anime Mouth)

These types of lips are the most common type used in anime. This mouth is drawn using a single curved line, and there are minimal shadows formed below the lower lip. This style's key feature is that it's only drawn using a line (with a space in the middle), and the lips are not defined.



Mouth with Lip Contours

Here, the upper lip shape is drawn subtly instead of a single curved line. It also defines the plumpness of the lower lip by giving a little more curve into it.



The Semi-Detailed Mouth

The semi-detailed mouth has a semi-detailed depiction of the lips, with the upper lip and lower lip being more defined by adding volume into them. Draw the philtrum/cupid bow at the top of the lip.



The Lips with Lipstick

Here, the upper and lower lip contours are drawn clearly and defined, making the lips' full shape.



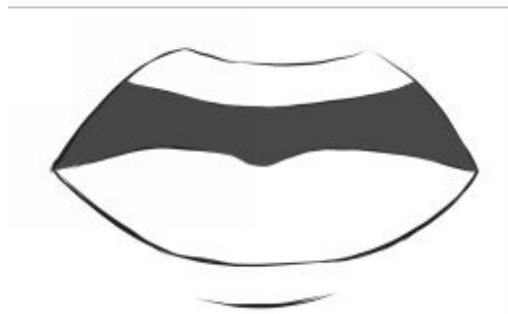
The Open Mouth

As observed in the illustration, the basic open anime mouth's features are the following:

- most of the time, the shape of the mouth is composed of curved lines connected to each other
- the teeth are not drawn individually and are mostly depicted in a curved line
- details such as the gums, tonsils, uvula, and palate are often omitted
- the lower teeth usually are not shown (unlike the upper teeth).

Note: An open mouth's features may differ depending on one's style and preferred details to use or include.

Note: Sometimes, the style of the mouth can indicate the age of the characters by adding details such as wrinkles, shadows, etc.



Examples:

Single line (basic anime mouth) - young girl

Mouth with lip contour - adolescent

Semi-detailed - a young adult

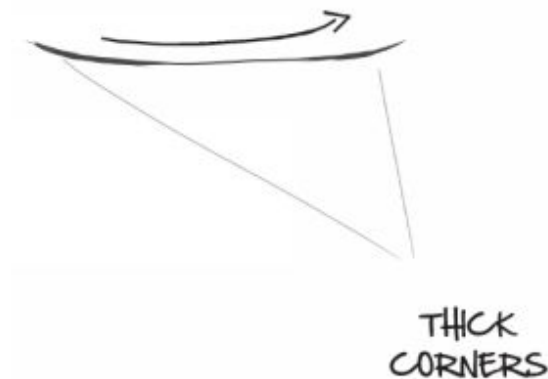
Mouth with lipstick - a young professional woman, older woman, however, it is mostly used to indicate the character's use of makeup.

DRAWING THE BASIC ANIME MOUTH

-The Front View-

Drawing a basic anime mouth is pretty simple. Here the details of the mouth are less visible. So let's get started!

The first thing you have to do is to draw an upward horizontal curved line. Please note that you have to make the corners of the mouth a bit thicker than the rest of the line.



Next, draw another upward curved line below the first one. This time draw it just a little bit shorter. It will represent the arc of the lower lip.



Finally, erase a small portion around the middle part of the top curved line to separate it into two.

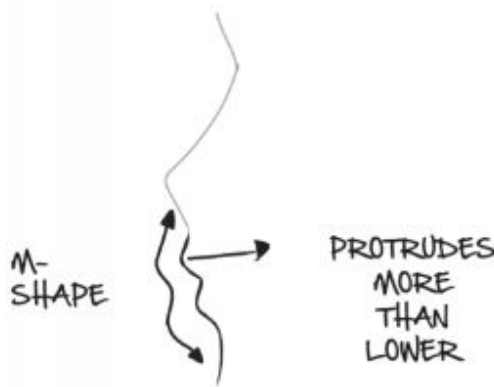
ERASE



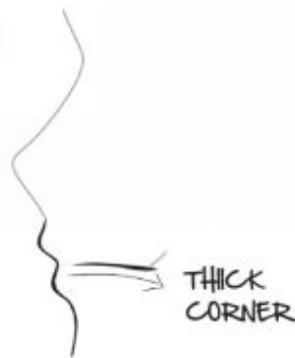
-The Side View-

Start with drawing the mouth's outer shape by drawing a vertical "M" shape just under the nose's bottom.

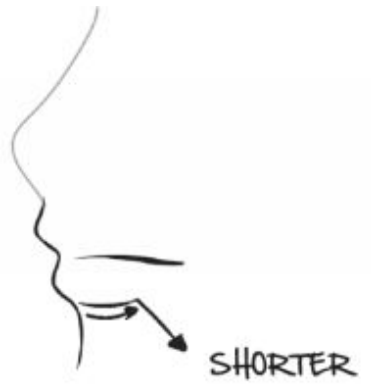
Note: When drawing the mouth's shape in the side view, the upper lip protrudes slightly more than the lower lip.



Now that the complicated part of the process is done, let's get to the second step by simply drawing a horizontal curved line inside the face, just around the middle of the mouth's shape. Remember to make the corner of the line a little bit thicker.



Finally, draw a short upward horizontal curved line beside the bottom part of the "M" shape to indicate the lower lips. And that's it!



-The 3/4 View-

Start by drawing a broken horizontal curved line. When drawing the broken curved line in the 3/4 view, the lip's side closer to the viewer is longer than the side that is further away. It curves away from the viewer, making them seem shorter. Therefore, it is only right to draw each side in different lengths to show the proper perspective.



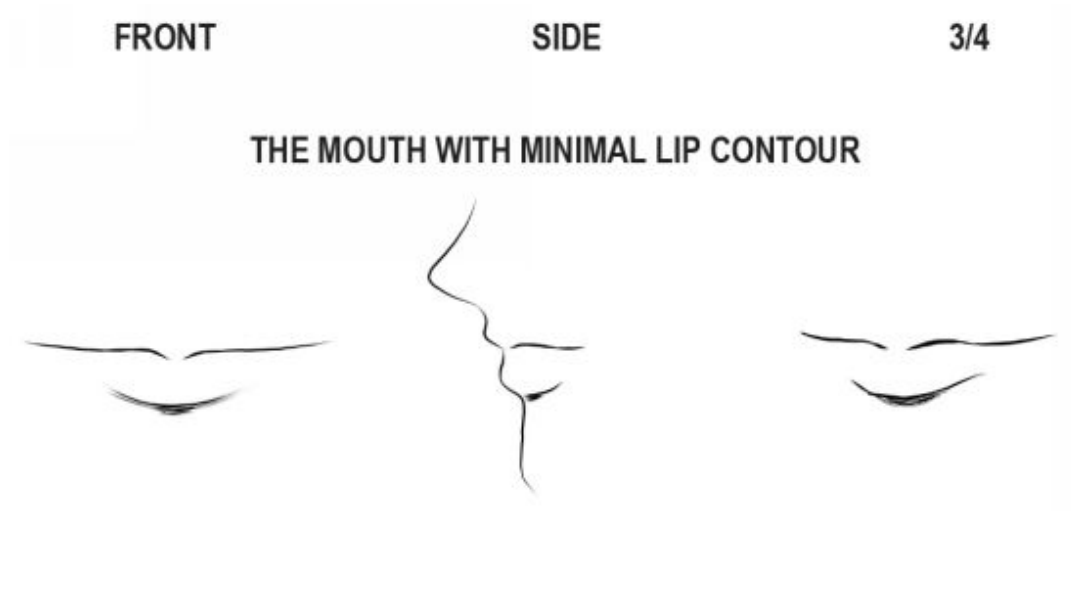
Then draw an upward horizontal curved line to indicate the lower lip. Observe the proper perspective when drawing it.



Finally, add details such as shadows more specifically on the bottom of the lower lip to emphasize the 3/4 view perspective more, and you're done.



-Other Types of the Mouth in the Front, Side and 3/4 View-



THE SEMI-DETAILED MOUTH



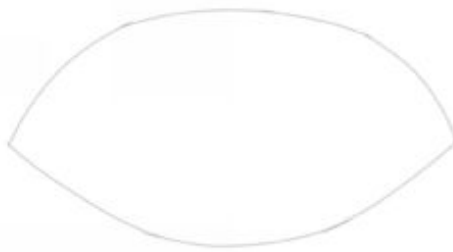
THE MOUTH WITH LIP STICK/DEFINED LIP SHAPE



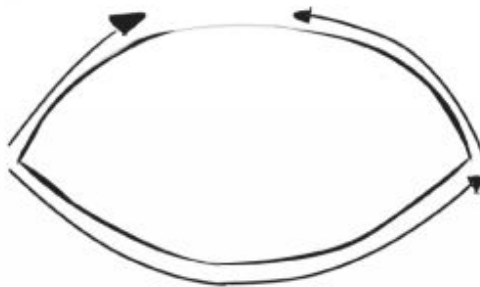
DRAWING THE BASIC ANIME MOUTH: OPEN

-The Front View-

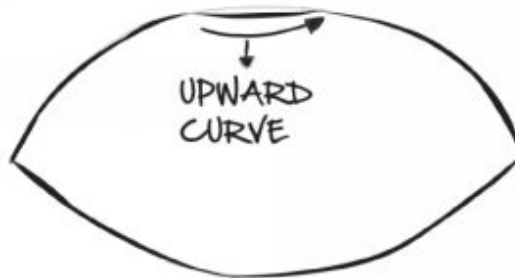
First, sketch the shape of the mouth by drawing two horizontal curved lines. Draw the top lip facing downwards and the bottom one facing upwards, eventually connecting the ends to form the corners of the mouth.



Next, outline the sketch's shape and leave out the area around the middle of the top curved line.

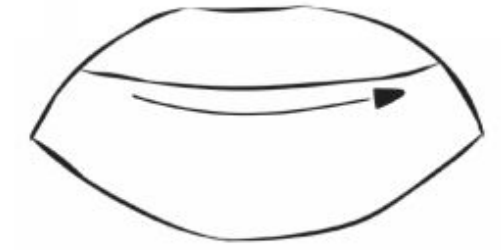


Then, draw an upward horizontal curved line on the part we left out to form the top lip's shape.

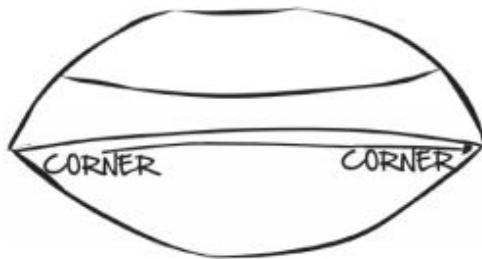


Draw an upward horizontal curved line around the top part (inside the mouth) to form the upper teeth.

Note: The lower teeth are not drawn because if we look at the mouth at an eye-level, the upper teeth are often more visible than the lower teeth as the lower lip covers them. But, while this is true, the visibility may differ depending on the mouth's angle.

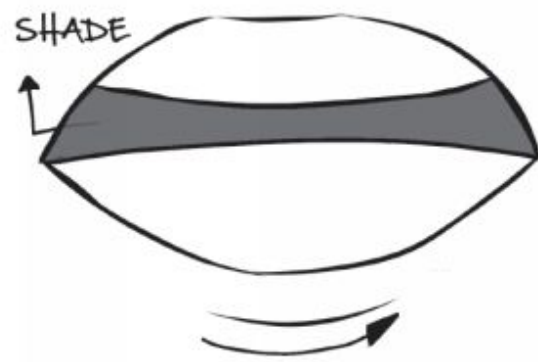


Then draw a downward, horizontal curved line from one corner of the mouth to the other forming the tongue.



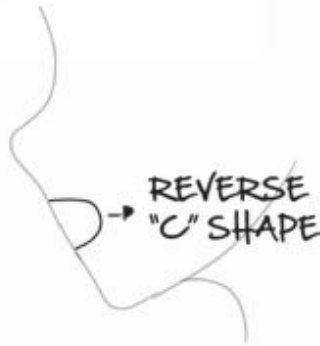
To finish up, draw a short upward curved line below the lower part of the mouth, for the lower lip. Then, shade the area between the teeth and the tongue for the final touch.

Note: The shaded area (often black/gray) is used to replace the omitted parts of the mouth, such as the uvula, tonsils, and palate. However, this is not a fixed rule, and it can vary, as there are styles that include the omitted parts.

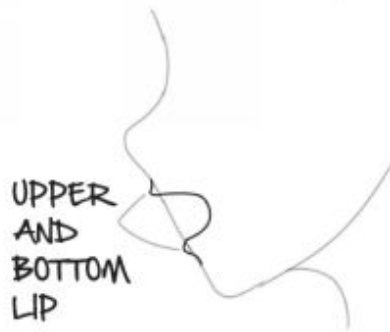


-The Side View-

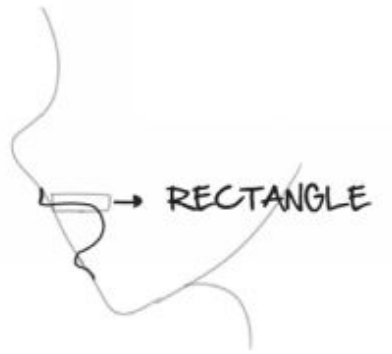
When drawing the side view of an opened mouth, we start by drawing a reversed 'C' shape between the chin and the bottom part of the nose to form its shape.



Draw the tip of the upper and lower lip at the top and bottom part of the mouth.



Draw a rectangle across the top part of the mouth, forming the shape of the upper teeth.



Erase the part of the rectangle that is over the outside area of the mouth. For the final touch, leave out the part poking out below the upper part of the mouth.

Note: You can adjust the size and shape of the mouth depending on how wide you want it to be or the emotion you are trying to show.



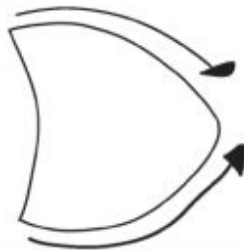
-The 3/4 View-

When making the 3/4 view of the mouth, we start with drawing an outside vertical curved line depicting the far corner of the mouth.



Draw a connection from the vertical line from both sides, forming a "U" shape. That will be the upper and lower part of the mouth.

Note: Like in the 3/4 view of the closed mouth, the part of the curved lines near the viewer extends more than the part that is further from the viewer.

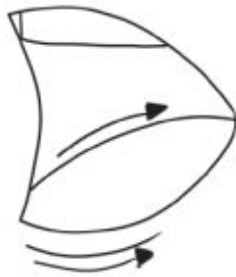


Then, just like in the open mouth's side view, draw a rectangle across the top part. Then, erase the part of the rectangle outside the mouth. Leave out the part that is inside to form the teeth.



Finally, add a downward diagonal curved line from just above the further bottom corner of the mouth to the near corner of it to form the tongue. Then, draw a short upward curved line just below the bottom part of the mouth for the lower lip. Again, remember the perspective as you draw it.

That's it! You are now done with the open 3/4 view of the mouth!



-Female-

Before we start, you should know that female lips can differ from style to style. Some draw it in a more defined way, while some draw it simplified, such as drawing a simple curved line, etc. Let's get into it!

The first step is to draw the general shape of the lips.



Next, draw the inside shape of the lips by forming a shape of a flying bird or simply following the outline of the lips' general shape.

You can just finish it here and add some details if you prefer a more realistic type. If not, let us proceed to the final step!



For more anime-style female lips, erase parts of the lips' outer shape, leaving only the cupid bow and bottom lip part.

Note: The anime female mouth, no matter which style, is often narrower and curvier than the male's anime mouth.



Examples of Female Anime Mouths Within the Face



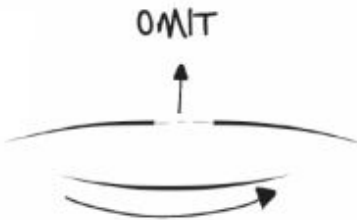
-Male-

Drawing the male anime mouth is pretty much similar to drawing the basic anime mouth. The only difference is that male anime mouths tend to be wider than a female's mouth.

For the male anime mouth, we'll be drawing a more serious expression. So instead of an upward horizontal curved line, we'll start with drawing a downward one. Make sure to draw the line a little bit wider than usual.

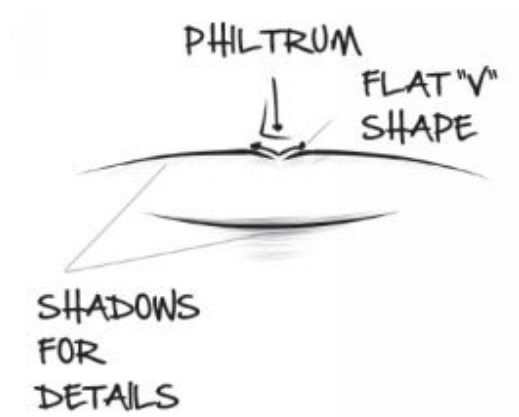


Next, erase the middle part of the upper lip (curved line) and draw a shorter upward curved line around its bottom to serve as the lower lip.



Draw a flat 'V' shape on the omitted part of the upper lip to emphasize the lips' shape. Add details to it by drawing the philtrum curve above the upper lip and adding some shadows.

Note: Just like I've said before in previous tutorials - the process of drawing the anime male mouth may differ depending on one's preference and style.



Examples of male anime mouths within the face



DRAWING THE ANIME NOSE

In anime, you can draw the nose in so many ways. You can draw it with a single line or dot; you can even draw it in a more detailed manner. We will look at the various anime noses and draw some of them in different views, mainly categorizing them into three categories: the basic nose, the shaded nose, and the semi-realistic nose. Let's begin!

Variety of Anime Noses

The Basic Anime Noses



Note: These are just some general ideas of how you may draw the nose. Noses can be drawn longer, wider, smaller, or whatever you think will fit your character. Don't be shy to experiment! The nose of a male character is usually more prominent than a woman's nose. However, you, as an artist, get to decide how it's going to look.

Shaded Anime Noses



Semi-Realistic Noses

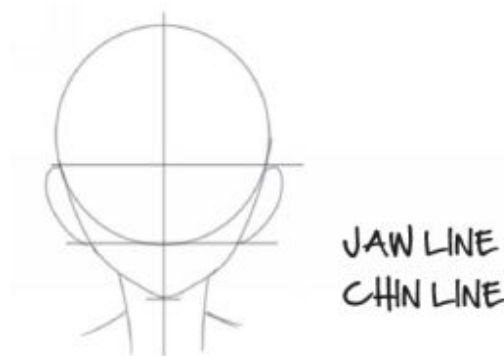


DRAWING THE BASIC ANIME NOSE

-The Front View-

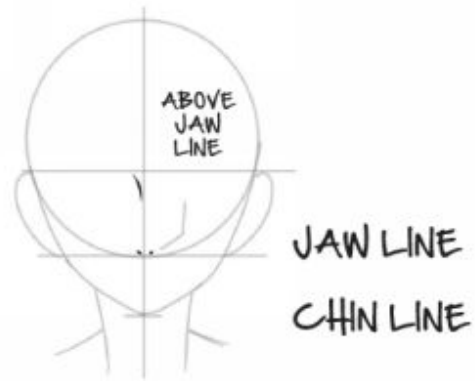
Drawing the basic anime nose is pretty simple because you can draw it with just a simple dash or dot. That is why, for this section, we'll focus more on the placing of the anime nose.

Let us start by going back to our "drawing the head" tutorial and making the shape of a front view head.



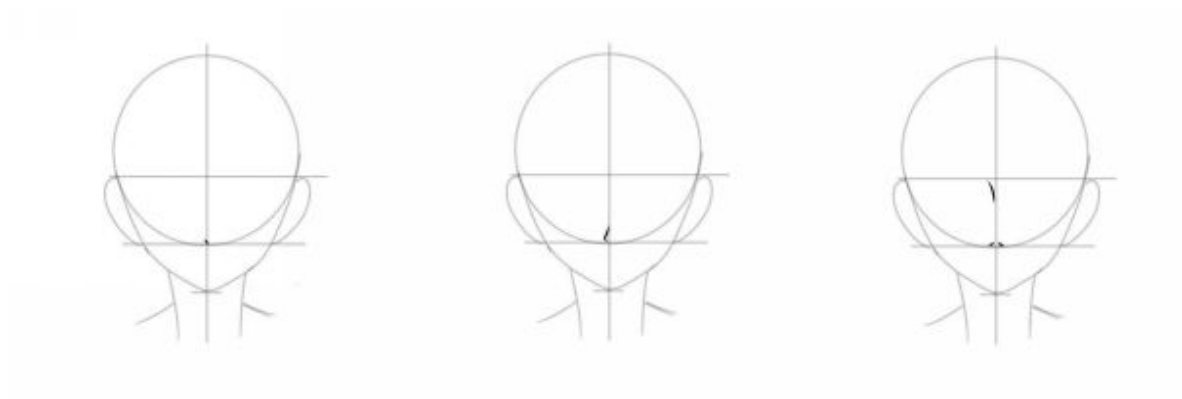
Draw the basic nose shape (a dot, a slanted vertical line, etc.) of your preference just above the jaw line, across the middle of the face where the vertical line parts the face in half.

Note: As you can see from the illustration, I used two dots to make the basic nose, then adding a nose bridge by drawing a curved line above it. This is my favorite kind of nose to draw, however you should choose the one you prefer!



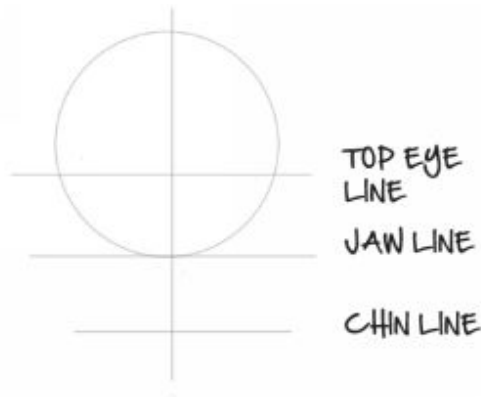
Down below are some examples of other basic anime noses in the front view.

Other Types of Basic Anime Noses in Front View



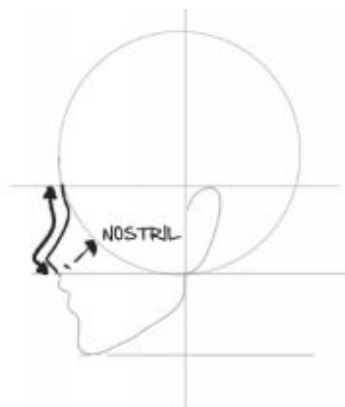
-The Side View-

For the side view of the basic anime nose, make the head's shape in a side view. Keep the guidelines as they will help with the nose's placement.



Like in the front view, place the nose just above the jaw line, as shown in the illustration. Make the nose's actual shape something like a vertical checkmark with a short bottom curve, a pointy tip, and a long upper curve, going from below the "top eye line" towards the top part of the jaw line.

Add details! For this one, I will be adding a dot or a line representing the nostril following the type of the basic nose I used in the front view earlier.



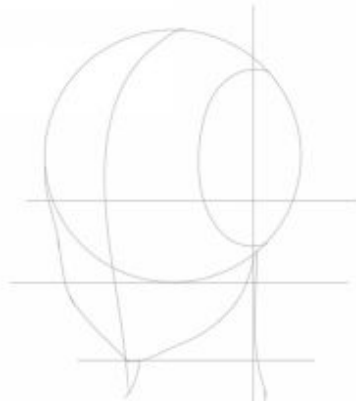
Note: Be sure to keep the nose's vertical placement described previously and as shown in the illustration above. A common mistake beginners make is

misplacing facial features when drawing the same character from different views.

It's hard to have a clear placement guide for the nose's horizontal positioning in the side view. It can be affected by face type, nose length, and style. Please make sure you draw it below the forehead. But generally, you can draw it however you please.

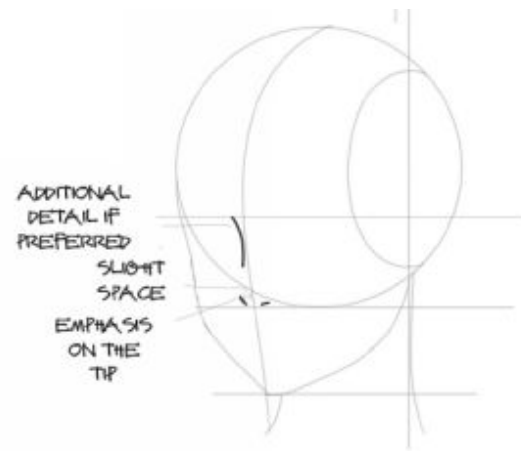
-The 3/4 View-

Before we start drawing the 3/4 view of the nose, let us first start by drawing the head's shape in the 3/4 view. Keep the necessary guidelines (jaw line, vertical line, etc.) as it will help with the placement of the nose.

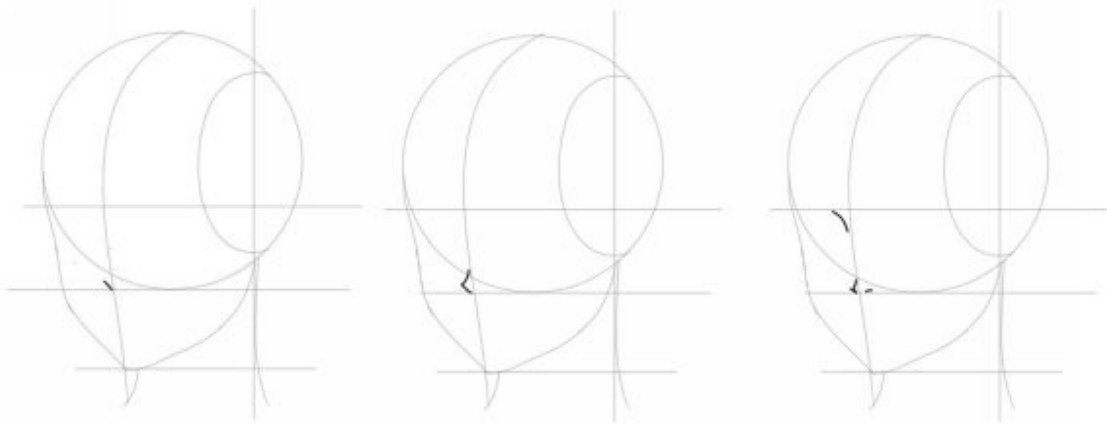


The next step is to draw the shape of the basic nose you prefer just above the jaw line and slightly away from the middle vertical line to emphasize the nose's 3/4 angle. Again, in drawing the nose, you can simply draw one or two dots representing the nostrils. Alternatively, you can only draw the top curve for the top bridge of the nose just like shown in the illustration, or even just a dash to represent the tip of the nose.

Note: Always remember and consider the angle of the nose before drawing it.



Other Examples of Basic Noses in the 3/4 View

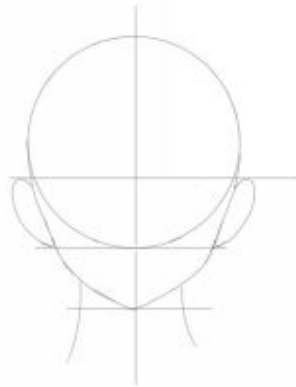


DRAWING THE SHADED ANIME NOSE

-The Front View-

Another common way of drawing anime noses is by shading and adding shapes, such as a triangle, a half triangle, etc. The shading can be completely black, grey, or simple hatching. The process of drawing the shaded nose is almost the same as drawing the basic anime nose, only adding the shading to it.

We start by drawing the head's front view and setting the necessary guidelines for drawing the nose.

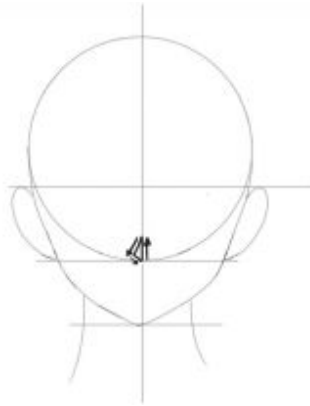


Then start drawing the shape of the nose at the top of the jaw line by first drawing a straight line right in the middle of the vertical guideline.

Note: The length of it may vary depending on the used style and character. Usually, the baseline could be longer for male and older characters and shorter for female and younger characters.

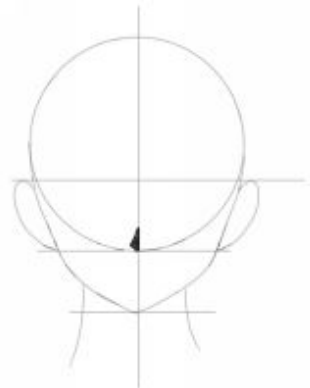
Draw a downward diagonal line from the top of the vertical line and an upward diagonal line from the bottom to form a shape representing a triangle.

Note: As you noticed, the type of shaded nose used in the illustration forms a triangular shape with the tip facing sideways. This is to emphasize the part of the nose that is not hit by the light becoming the nose's shaded area.



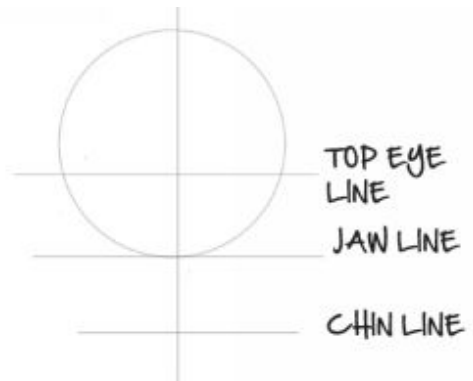
Shade the inside of the triangle for the final touch, and there you have it, the front view of the shaded nose.

Note: Do not hesitate to use other shapes to form the shaded nose. You can even add a dot or a dash to include a nostril on the non-shaded side of the nose. Just remember that when illustrating these types of noses, consider the light source to determine which side of the nose will be shaded.

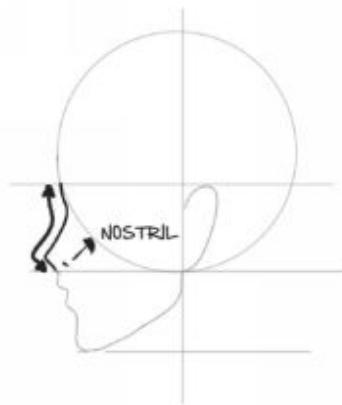


-The Side View-

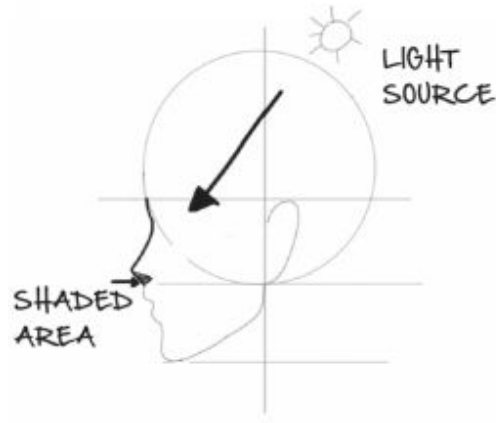
For the side view of the shaded anime nose, you just have to process as the basic anime nose's side view. It's because you can actually draw it without any shading, as the shadow is used to help define the nose. There is no need for it here, as the nose is already well defined.



Generally, the "shaded style" of anime/manga noses may be more appropriate if you want to create a professional-looking artwork but still retain the general anime look. It's also sometimes used when showing closeups of a character's face, or as said before, to emphasize the shape of the nose through light and shadow. But in case you would like to put some shading for the side view, then proceed to the next step.

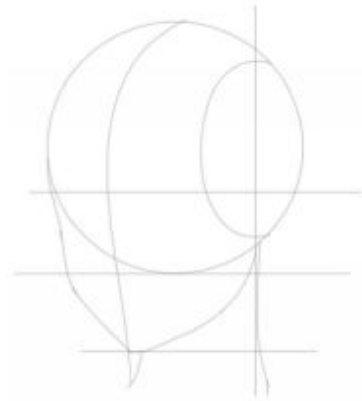


Follow the same process of drawing the side view of the basic anime nose. You can start adding shade to it by first identifying the part that is not being hit by the light. Therefore, we could definitely say the part that is most likely not going to be hit by the light is the nose's base part. We can add a shape representing the shaded part. In this case, we'll use a triangular shape. Keeping that in mind, form the shape at the nose's base right under the nostrils. Then simply shade this part for the final touch, and you're done.

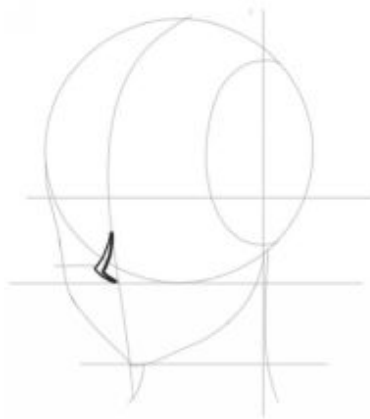


-The 3/4 View-

You guessed it - start by drawing the shape of the head in a 3/4 view, making sure that the necessary guidelines are also drawn.



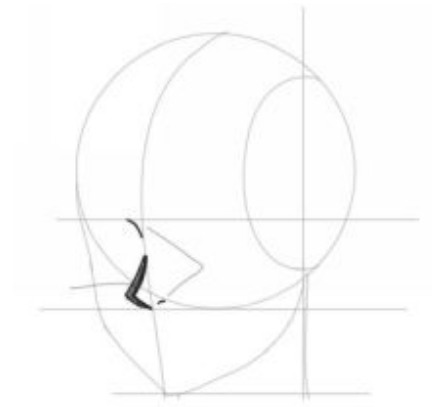
Next, draw a slanted 'L' shape above the jaw line and the face's middle vertical line. Draw the upper part of the nose (the "L") shape with a little curve and keep the tip pointy. Then, add a similar shape slightly beside it. The nose's shaded area will be formed through the space between the two shapes.



Finally, shade the space created between the two slanted "L" shapes, and you're done. If you prefer, you could also add some minor details, such as the

top of the nose's bridge and a nostril on the angle's near side. Add a curved line for the top of the bridge and a dot/dash for the nostrils.

Note: This nose shading, along with the shading for the side and front views, applies only to general or common lighting conditions and can change depending on where the light source is.

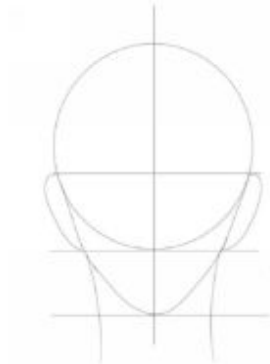


DRAWING THE SEMI-REALISTIC ANIME NOSE

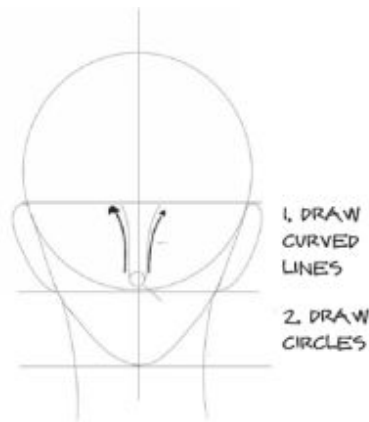
The semi-realistic style is another way of drawing an anime nose. Compared to the two previous types (basic and shaded), making a semi-realistic nose is much more complicated, unlike the simple, almost similar way the other two are drawn. The semi-realistic style is closer to the actual nose, which means it is more detailed. In that sense, it'll help to have basic knowledge or understanding of the nose anatomy for the semi-realistic style of drawing. With that said, let's get into the process of illustrating it.

-The Front View-

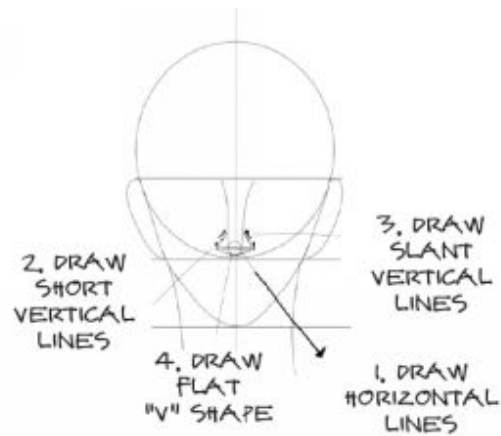
Before we start drawing the actual nose, we will first have to start again by drawing the shape of the head for this particular angle. Don't forget the guidelines as you draw the shape of the head.



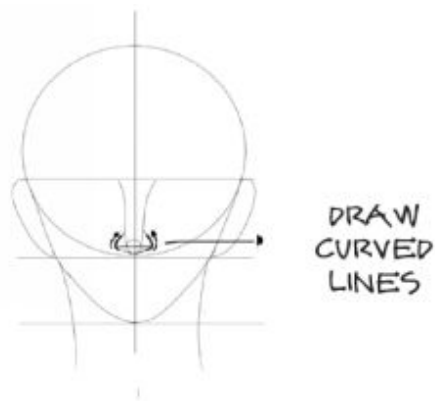
Draw a circle for the tip of the nose just right above the jaw line. Then, add 2 curved lines on each side for the bridge. Make sure to keep the strokes light so you can erase them later.



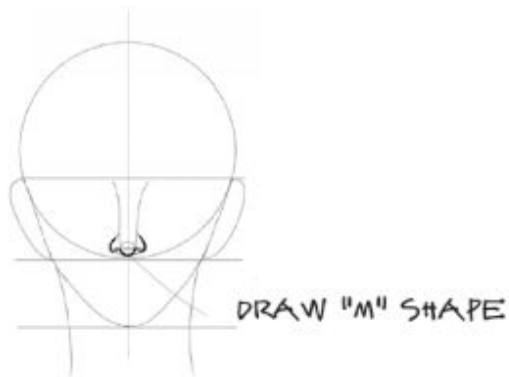
Draw a horizontal line across the middle of the circle. After that, draw short vertical lines on each end of the horizontal guideline, followed by diagonal lines from each top of the short vertical lines toward the bridge of the nose. Then, draw a flat "V" shape below the circle to form a diamond-like shape around it for the nostrils.



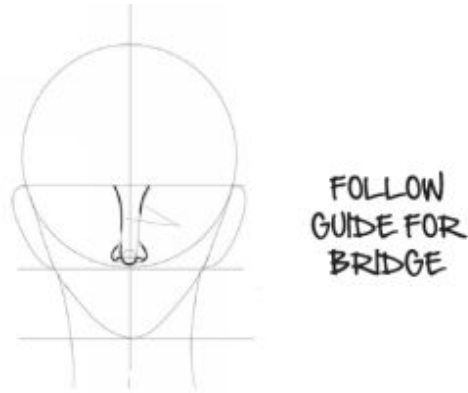
After making the nose guidelines, start outlining the shape of it by drawing curved lines.



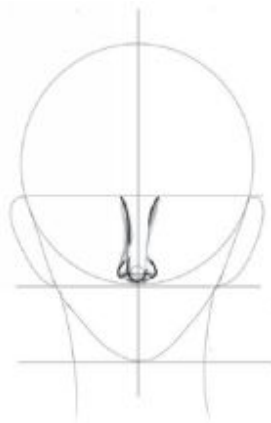
Then, outline the nostrils and the nose's base by tracing the lower half of the circle and the horizontal line across it, as shown in the illustration, forming a small "M" shape.



Next, outline the bridge of the nose by tracing the curved lines made earlier. Remember to leave some parts untouched for the light and shadows to create a more anime look.

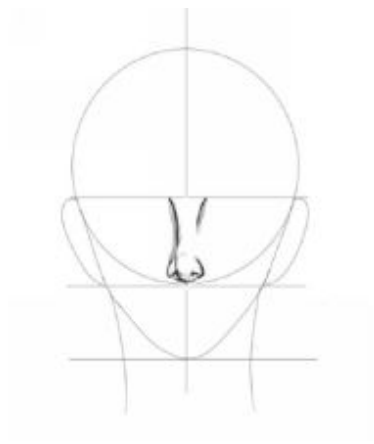


Then, shade some parts around the bridge's outer part and the inner part of the circle. Make the shade thicker around the top of the nose's bridge to indicate the part that leads to the brow bones. And you've drawn a semi-realistic anime nose! But if you want to give it a more anime look while maintaining the semi-realistic look, then proceed to the extra step below.



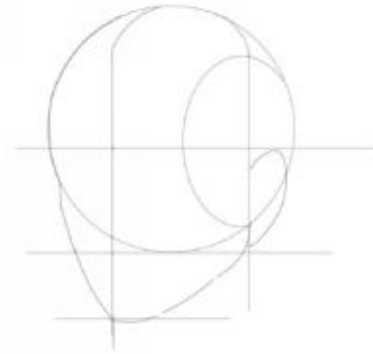
In this step, all you have to do is omit some parts of the outline along with the guidelines for the nose. That's how you get it to look like anime! That's it; you've drawn a variation of the semi-realistic anime nose.

Note: The appearance of the semi-realistic nose may change based on the artist's style and the personality or facial features of a character.



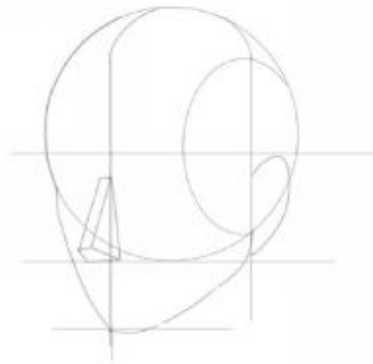
-The 3/4 View-

First, start by drawing the 3/4 view of the head.



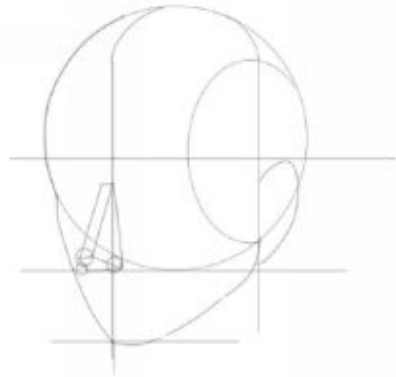
Next, draw a 3D triangular shape above the jaw line and the middle of the face.

Note: The length and width of this 3D shape depend on one's preference or the character you are drawing.



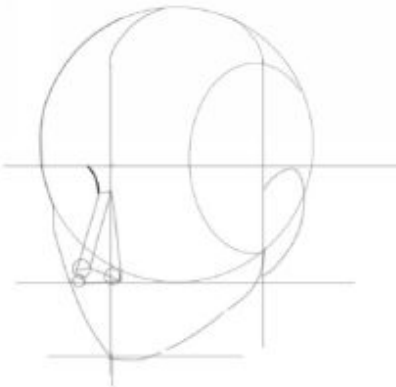
Draw three circles in each corner of the 3D shape, just as shown in the illustration. Remember to draw the circles sticking out halfway through the bottom.

Note: Keep the strokes light to make it easier to erase after outlining the drawing.

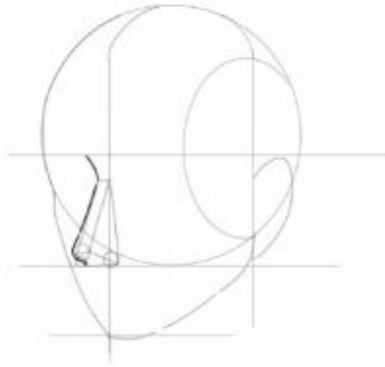


Then, draw a curve at the top of the 3D shape to define the nose bridge and the beginning of the brow bone.

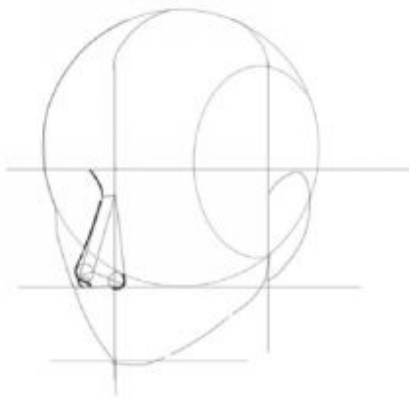
Note: For a strong brow, exaggerate this curve even more.



Draw the nose's tip by following the shape of the main (middle) circle. Wrap your line up towards the nose's bridge and give the tip of the nose a unique shape. Connect that line to the top and add some curves to it as you do so to make the nose look more interesting.

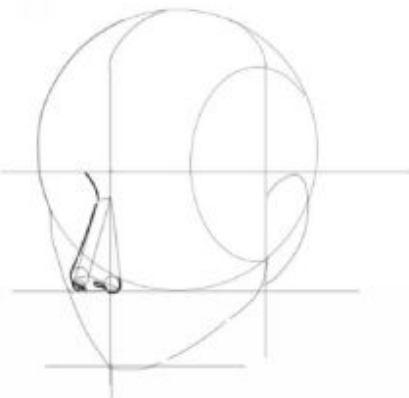


Draw a curve along the remaining circle(s) to make the nostril's outer layer, as shown in the illustration.

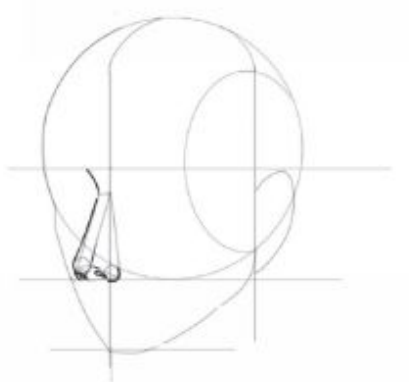


Next, draw the nostrils around the base part of the 3D shape.

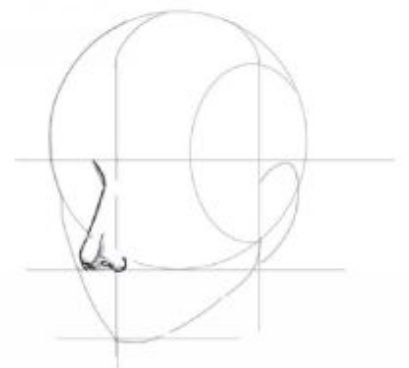
Note: The nostril on the farther side of the nose should be much smaller than the one near the viewer.



This step is optional. Add some additional details by drawing a curved line along the side of the nose bridge.

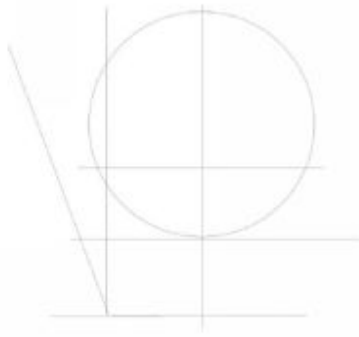


Finally, lighten or completely erase the guidelines for the nose, and shade the nose based on the light source.

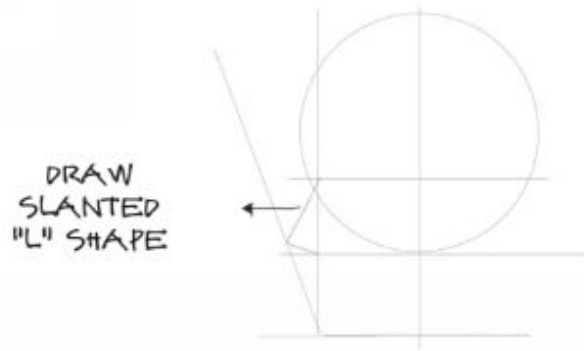


-The Side View-

If you want to draw the side view angle of the semi-realistic nose, you'll have to start with creating the circle for the head and setting the guidelines on it.

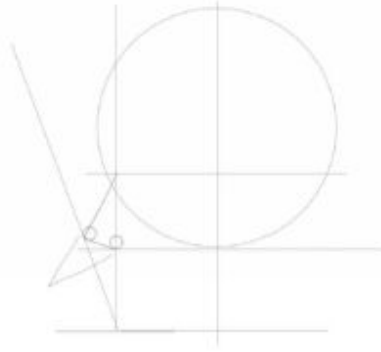


Once the circle and the guidelines are set, start drawing the nose's shape. First, draw a slanted "L" above the jaw line until the eye line (beside the vertical line on the corner of the circle), as shown in the illustration, forming the nose's bridge and base.

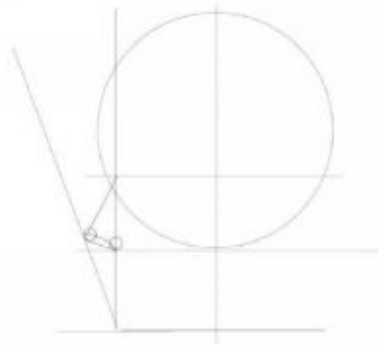


Next, draw two small circles around the nose's shape, with one being placed right around the tip of the "L" and the other just above the jaw guideline, as shown in the illustrations.

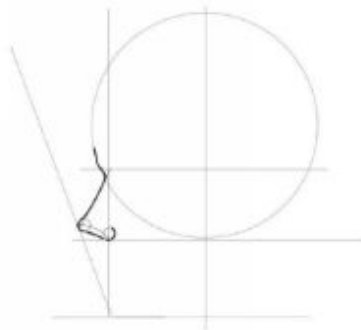
DRAW
TWO
SMALL
CIRCLES



Draw a downward, horizontal curved line across the two small circles. It's to form the nostrils.

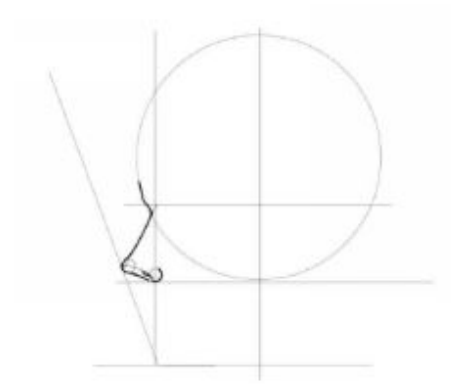


Trace the left circle lines to form the tip and the nose bridge. Then, draw a curved line following the outside corner of the right circle.

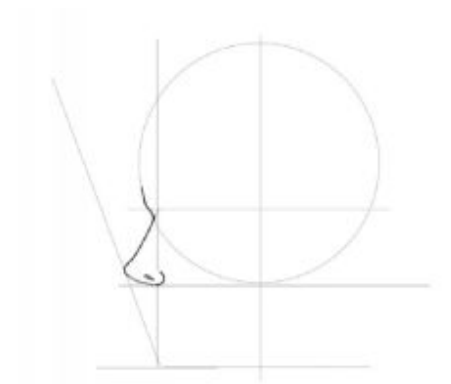


Make a looped shape for the actual nostril between the two circles along the horizontal curved line that we drew earlier.

Note: The nostrils should not be too long or big.

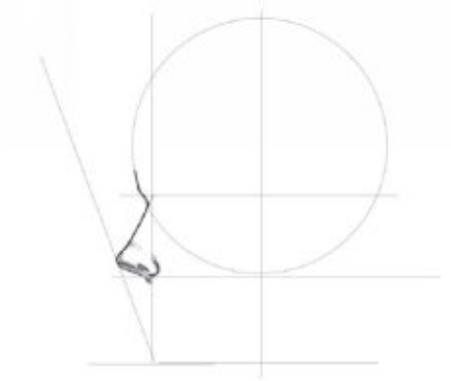


After drawing the actual shape of the nose, erase the guidelines.



For the final touch, shade some parts of the nose (specifically parts that aren't hit by the light) to make the nose more prominent.

Note: After drawing the nose, you can then complete the whole shape of the side view head with the mouth, chin, ears, etc.



-Conclusion-

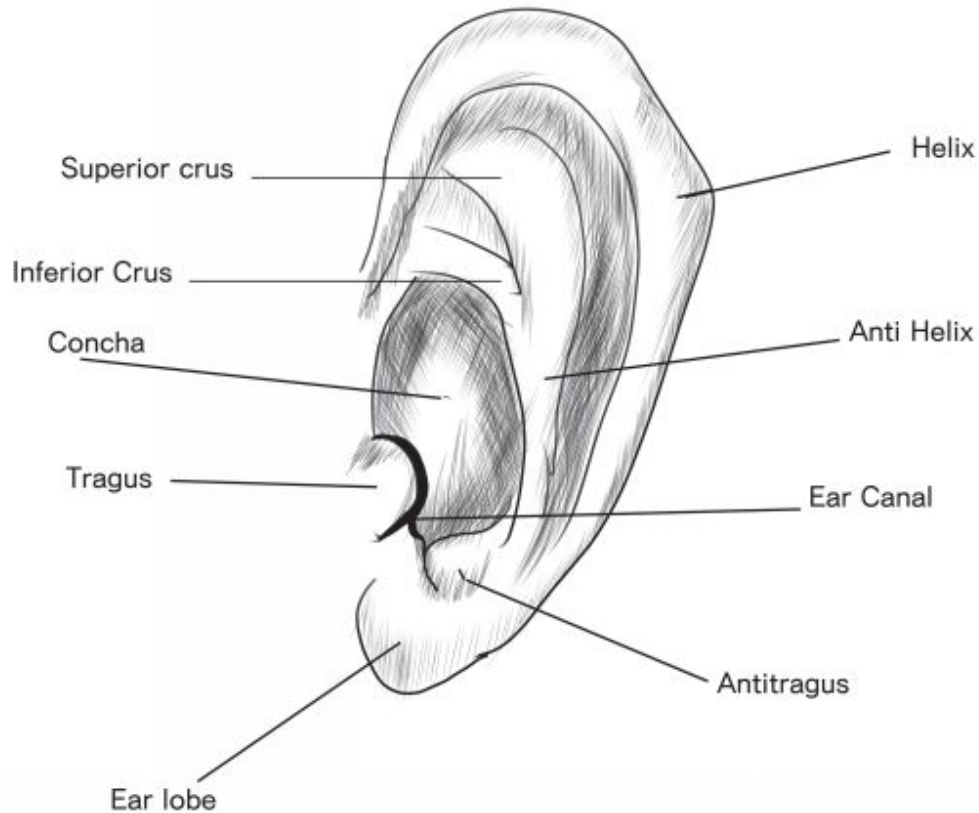
Generally, drawing anime noses isn't very complicated in any view or angle. The more stylized the nose is, the easier it is to be illustrated.

Yet, there are various ways to draw anime noses, so don't hesitate to experiment by adding or removing details, drawing them in different forms to find a style that you'd be most comfortable with.

DRAWING ANIME EARS

Even though they come in pairs, no two pairs of ears are cast in the same mold. This means drawing them in anime style varies too but still, they all have one thing in common: the anatomical features. In one way or other, you'll see the anatomical features being applied in anime ears. In this section, we'll see how to use these in drawing the anime ear. Before we use these features in the anime drawing, we must look closely at the basic anatomy and parts that are usually found in anime ears to understand them better. Now that we know all we need to draw the anime ears, let's get drawing!

-Basic Anatomy of the Ear-



As you can see from the illustration, it is relatively easy to identify the ear's part. In most cases, especially in a more semi-realistic style of drawing, most of them are applied. However, when drawing in the basic anime style, usually only 5 to 6 parts are included. Those are the helix, antihelix, ear lobe, tragus, antitragus, and sometimes the concha or the ear canal. Let's briefly discuss these parts to understand their features better.

-Parts of the Ear Commonly Featured in Anime Style-

Helix

The helix is the ear's outer layer and the most prominent feature that gives the ear its outline shape. It is present at all times when drawing an ear in anime.



Antihelix

The antihelix is the inner part of the ear that follows the outline of the helix. In most cases, this part of the ear is included when drawing in anime style as it is the most prominent detail inside the ear.



Tragus

The tragus is a small flap-like cartilage that rises at the front of the ear and protects the ear canal. It is always indicated in anime except in very simplified drawings. The helix, antihelix, and lobe are the only visible parts.



Antitragus

The antitragus is located below the tragus on the other side of the ear lobe. It is a small piece of cartilage resembling a flap, similar to the tragus, yet it sits in a different angle at the ear's bottom. In anime, the antitragus is not that common, unlike the other parts, meaning it can be omitted.



Ear Lobe

The ear lobe is located at the bottom of the ear. Its shape and size may differ as it changes from person to person. Like the helix, the ear lobe is

usually included and rarely omitted in anime as it helps to form the ear's outline.



Concha

The concha is a large shape located around the bottom inside of the ear. It is surrounded by the antihelix, the tragus, and the antitragus. The concha is usually automatically included in anime ears whenever the three parts surrounding it are present.



-Samples of Ear Illustrations-

Below are examples of anime ears drawn with different degrees of detail. Observe them and see if you can identify the parts included and excluded in each of them. Feel free to use them as a reference.



-The Basic Process of Drawing Anime Ears-

To draw the anime ear, we first have to make the ear's overall shape and start drawing the helix's outer rim and the lobe by creating a form looking like a half heart.

Note: When you draw the helix and the lobe, which resembles the shape of a half heart, focus on creating three sharp edges.



Next, draw the helix's inner rim by following the shape of the outer rim, diverging a little further away, as shown in the illustration.



Add the details inside the ear by drawing the upper and lower plane of the antihelix curving right around the bottom of the ear's bowl.



For the final step, draw a wavy curved line just below the antihelix's lower plane and slightly above the bottom of the ear for the tragus.

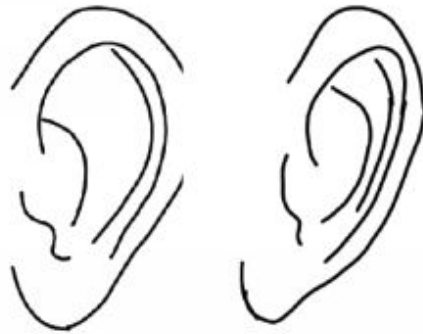
Note: Due to anime stylization, some parts like the antitragus and the concha were drawn lightly or entirely excluded. But of course, it is up to you whether to draw it or leave it out!



-Anime Ears in Different Angles-

Side And 3/4 View

The side and the 3/4 view of the ears are drawn, followed by the process we did earlier, where the parts of the ears (more specifically the inside parts) are more visible. The only difference between each view is that the 3/4 view will be a little bit narrower and angled than the side view to emphasize the head's perspective.



Front View

When it comes to the ear's front view, the ear's shape should look narrower and compressed vertically compared to the side and the 3/4 view. Also, the ear's edges in the front view are a bit sharper. The ear lobe, helix, top part of the antihelix, and sometimes the tragus, all are drawn more compressed.



From the back

The back view of the ear makes a similar shape to the front view. The only difference is the inside of the ear. So, for the back view, you draw the line that defines the ear's outer rim, which you can portray as rolling up and over the skin that attaches the ear to the head, as shown in the illustration.



-Ear Placement-

The ear is placed between the line that's right around the top of the eye and the tip of the nose or the jaw line. It depends on the angle.



Note: In a three-dimensional approach, the head is a sphere where the ear's location remains the same, and what actually changes is the perspective from which you are looking at. Therefore, I suggest looking at photos for reference. Remember how ears are viewed from different angles.

See the "drawing the head" section or observe the illustrations.



-Other Samples of Anime Ears-



BASIC ELF EAR



DWARF/TROLL/GOBLIN EAR



AQUATIC CREATURE EAR

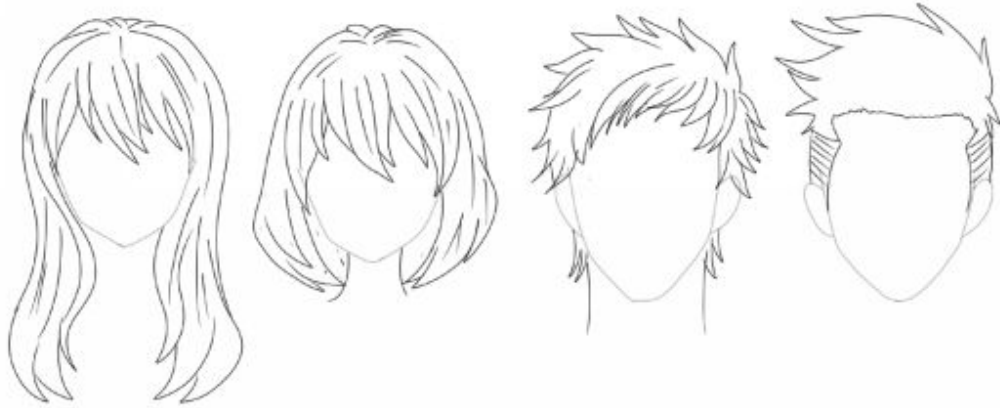


AERIAL CREATURE/CHARACTER EAR

-Conclusion-

Anime ears have numerous style variations ranging from more realistic to very basic so there is no single way to draw them all. One could say there really are no clear guidelines for drawing anime ears in general due to their irregular shapes. Still, you can start with looking at some real ears like the ones shown in photos and learning the basics of their anatomy. The style of the artist plays a huge role in what the anime ears look like. Not just how realistic or basic they are but even the placement of anime ears differs between artists depending upon their styles. To make drawing ears easier it is better to experiment to find the style that works the best for you.

DRAWING ANIME HAIR

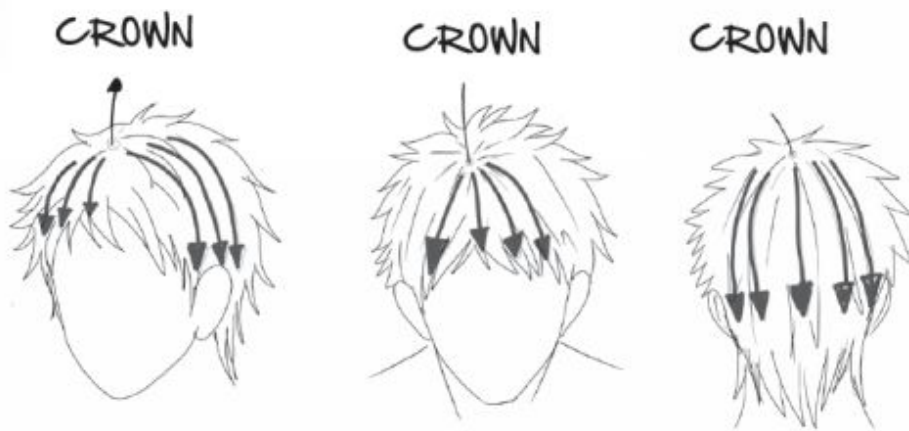


Hair have abundant shapes and forms, so it can be a complex subject to draw. In anime though, a simplified process has been created to draw the hair. Anime hair tend to be drawn in clumps or bunches instead of individual strands. Anime hair are then detailed by adding some form of style to it for details. This process also saves time because stylization is easier and faster compared to drawing individual strands. A good approach to drawing hair in anime style is dividing the work into sections and working on one section at a time. Let's try to get the hang of it!

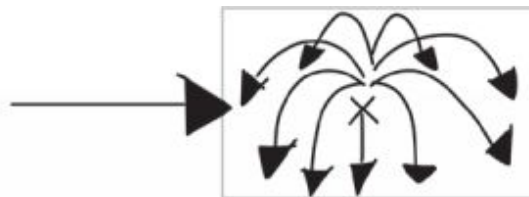
-Basics of Drawing Anime Hair-

Before drawing the hair, you should keep in mind that it is still just hair even though it is being drawn in anime style. The only difference is that, in anime style, the process is simpler than drawing the real hair. Therefore, it is still essential to have a general understanding of the hair structure, for example, to understand how the hair grows and its direction. With that said, let us look and analyze the illustrations shown below. Usually, the hair originates from a converging point on the top/back part of the head, called the crown whorl, and mainly grows in the following direction as shown in the illustration (starting from the crown). It works for both short and long hair.

- Top hair grows mainly forward
- Back hair grows mainly downwards
- Side hair grows mainly downwards



In a way, you can also interpret the hair as grass where the root is in the crown, and the strands are the grass blades growing upward and falling over in their designated directions, giving the hair its shape and volume.

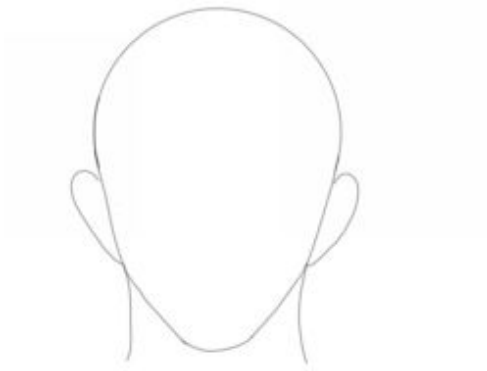


-Drawing Basic Anime Hair-

Now that we have some basic understanding of anime hair, let us go to drawing it.

Note: To help avoid mistakes while following this process, first make sure to make light lines that you can easily erase. You can erase the unnecessary lines, sketches, and darken the strokes after completing the illustration.

Before drawing the hair, the first step is drawing the head.

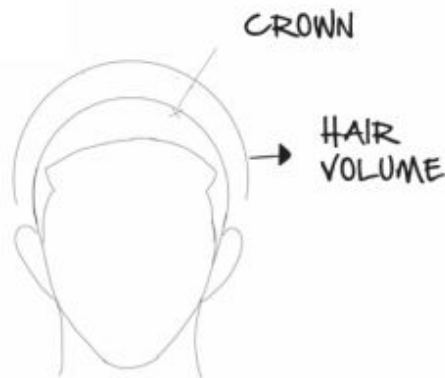


Then, sketch the hairline near the head's top and sides by drawing a horizontal curved line for the top and a pair of vertical curved lines for the sides. Make sure to connect the vertical ones to each end of the horizontal curved line to completely form the hairline.



Next, set up the converging point of the hair or the crown around the top of the head on the side that you prefer.

Note: The side of the crown you'll choose will indicate the flow of the hair, especially the bangs. It may go straight down or a little sideways depending on the placement of the crown. After setting up the crown, make a curved line following the top of the head's outline to serve as a guide for the volume of the hair.

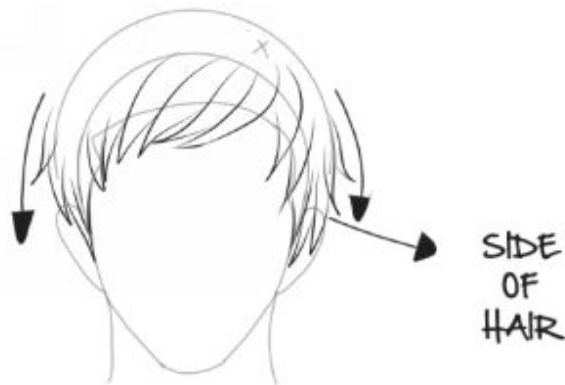


Draw the hair's front section with the base fairly close to the hairline while keeping in mind the converging point or the hair's crown.



Like at the front of the hair, draw the side clumps/bunches of it along the hairline while also following through the volume outline curving right around the side, just outside the head's shape.

Note: Add some curve variation while doing the clumps for a more stylized effect.



Then, from the crown whorl, draw the back of the hair following the outline of the volume guideline and connect its ends to the top end of the hair's side part. Add some hair clumps beside each side of the neck to serve as the tail end or extension of the back hair.



Once you've drawn the three parts of the hair, erase the hairline and the head sections. You can also outline your drawing with darker lines if you did it in a sketching manner.



Finish the hair by adding some details, such as small lines representing hair strands. And you are done with drawing the basic hair!



Notes

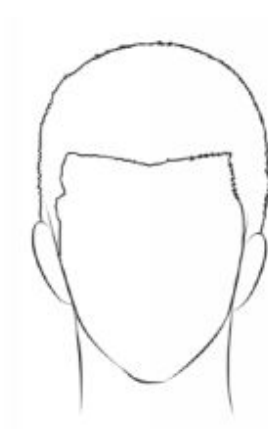
- Remember to consider the crown's placement when drawing the hair's clumps or strands.
- Each clump of hair from the front and, in most cases, the side part should hang off.
- Remember to always set up the hairline, volume, and crown first before going over to drawing the hair as they make things easier when trying to draw each section of the hair.
- Try to use variations of curves and lines when drawing the strands, as it gives a more stylistic and natural look to the hair.
- Use photos of real hairstyles as you draw the hair to have a good idea about the shape, details, and volume of a specific hairstyle.
- Keep practicing and experimenting until you get the proper feel to it and develop your style. And before you know it, you'll be able to draw like a professional.

-Male-

Drawing male anime hair is really similar to the process we did earlier. The only things that could differ are the details added or the hair's general outline. Therefore, we'll just be focusing more on showing some examples of different hair variations for each gender (with a few tips regarding their structures). You could use it as a reference in practicing anime hair drawings.

Buzz cut

Drawing the buzz cut hairstyle is pretty simple; all you have to do is follow along the outline of the designated hairline and the head's top with some jagged lines.



Medium length

The medium length hair and some other variations of it are probably one of the most generic hairstyles in anime, often used for the "average" guy type or, in most cases, the protagonist. When drawing medium length hair, one thing to remember is the position of the bangs (especially if it is long), which usually are swept to the side.



Middle parted

The middle-parted hairstyle is a hairstyle that divides the hair equally on both sides. The crown or converging point is located right around the middle of the top or back of the head. The hair's flow on this type of hairstyle is also mostly downwards, coming from the crown to the sides of the head with some curve variations.



Short hair

For the short hair, simply repeat the process of drawing the basic hair. Just remember that short anime hair will usually be drawn in smaller clumps/bunches than longer hair.

SMALL CLUMPS



Spiky

This "spiky" hairstyle is shaped a bit like a flame. To create this flame-like shape, draw the hair clumps smaller and shorter, starting from above the ears and getting generally larger and longer as they go up to the top of the head. The clumps should also gradually transition away from the head and point more upwards the further up you draw them.



Long male hair

The male's long hairstyle can be drawn just the same as the female's long hair by simply extending the ends of the hair to the desired length, using curved lines fanning out from the top of the ears and downwards.

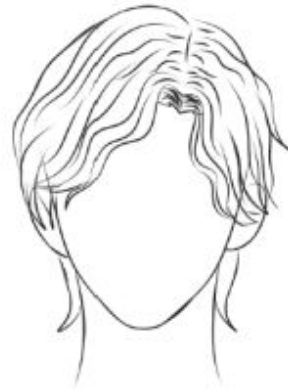


-Male Anime Hairstyles-

SLICK HAIR



WAVY HAIR



**TOP KNOT
(SIDE SHAVE LONG)**



**SEMI-LONG,
MID-TIED HAIR**



FADE CUT



MAN BUN



-Female-

In this section, we'll go over the basics of drawing anime hair once again while using female hair as an example to help you understand this process better. Let's get into it!

First, draw the shape of a head.



Indicate the hairline just around the top of the head. Remember to draw it fairly light so you can easily erase parts of it later.

Note: When drawing the female hair, the hairline is not as important, yet it is still better to indicate it, as it can help to judge the overall length and position of the front and side hair sections.



After indicating the hairline, indicate the crown whorl's placement and draw a hair volume guideline.



Next, draw the front of the hair over the hairline, as shown in the illustration. Again, remember to consider the crown's placement.



After, draw the side section of the hair, following the hairline's outline on the side and the guideline for the hair volume. While drawing it, make it fairly long with its overall shape slightly curved. Split it into several smaller clumps or other variations towards the end.



Draw the top part of the back hair by following the outline of the hair's volume. Then make an extension of it on each side using curve lines (or clumps if you prefer) until it's finally hidden behind the shoulders.



Erase the head and hairline parts hidden by the hair and make the hair outline bolder.



For the final touch, add some details in the hair by drawing lines following the hair's flow, representing folds and strands. And that's it!



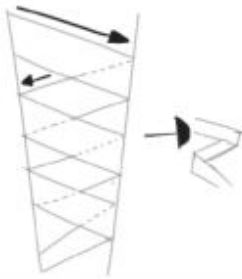
-Female Hair Variations-

Drawing Curvy Hair/The Ringlet

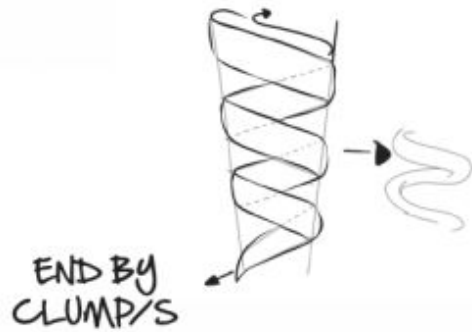
First, draw two vertical lines going downward to serve as boundaries for the shape of the hair.



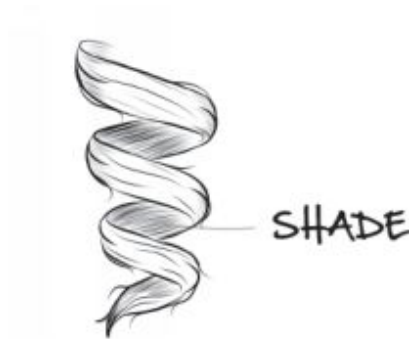
Draw spiral or zigzag lines inside the boundaries that will serve as the guideline for the curly hair/ringlet shape, just as shown in the illustration.



Afterward, follow the hair's zigzag outline, this time, by using curve lines to add a more natural flow to it. Then, close off the end of it by drawing a clump of hair (curving upwards or downwards).



Finish off by erasing the guidelines and adding details to them. Remember to shade the curl's inner part for a more natural look.



Drawing a simple braid

First, draw a straight vertical line that will be in the middle of the braid and then two lines around it, which will indicate the braid's outer shape, along with its end.



From there, draw two more lines inside the outer lines, close to the centerline. Then, erase the centerline.



Draw a bunch of "V" shapes all the way to the end of the braids.

Note: Let the lines on one side of each "V" shape overlap the other lines, just as shown in the illustration. The end product will result in the basic outline of the braid.



Follow the outline you've made using curve and round lines all the way to the tail's end to make the natural shape of the braid.



For the finishing touches, erase the sketched guidelines, add some shading and other details to the hair.



-Female Anime Hairstyles-

LONG WAVY HAIR



SHORT HAIR



PIG TAILS



PONYTAIL



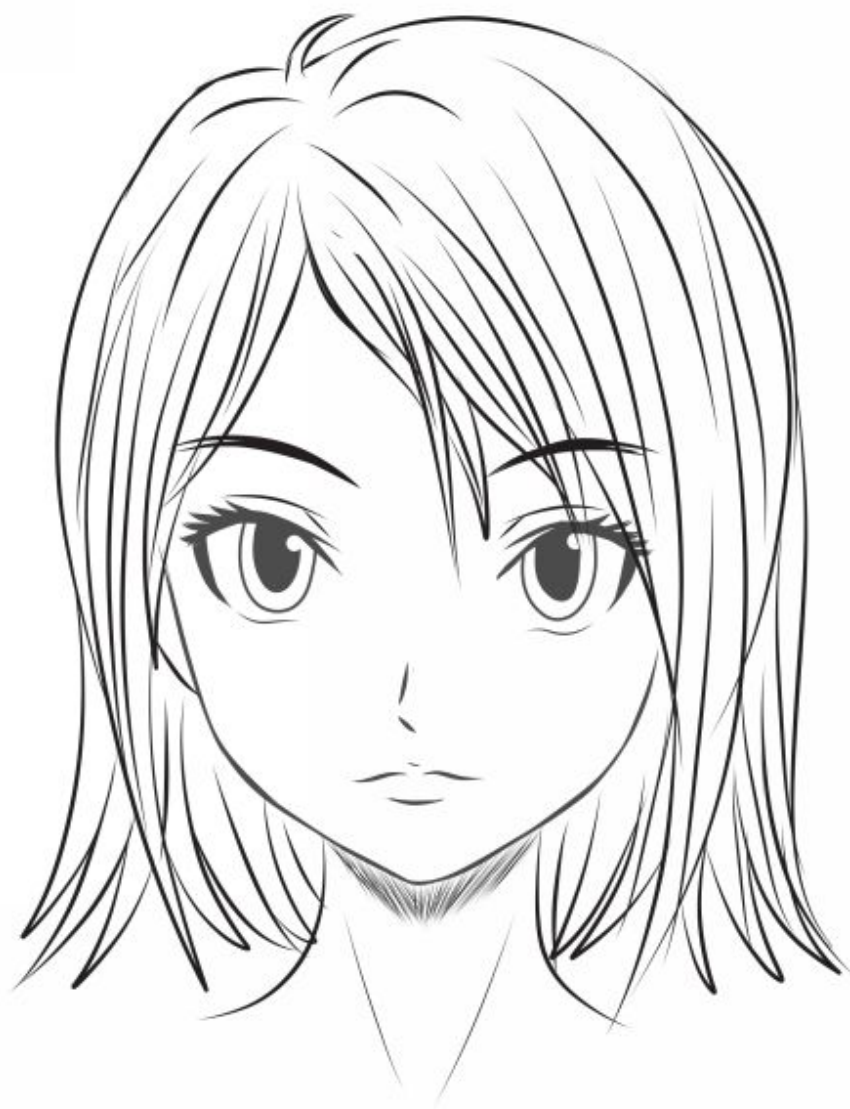
HIME HAIR



LONG BRAIDED HAIR



DRAWING ANIME FACES

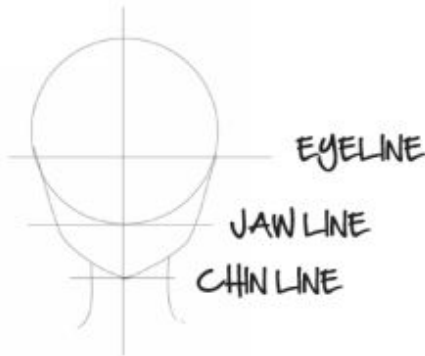


-Basic Anime-

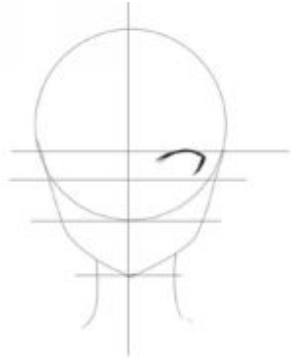
After learning the basics of drawing the head and features of the face, it is only right to put them all together and draw the anime face as a whole. For that reason, this section will focus on how to map and draw the basic anime faces. The placement of the face parts we tackled in the previous sections will be discussed.

The Front View

The first step we need to do is to draw the head. Let's start by drawing the front view of the anime head (see "Drawing the Head" section for reference). As you draw the head, make sure that you also include the necessary guidelines to map the face, such as the eye line and the jaw line.

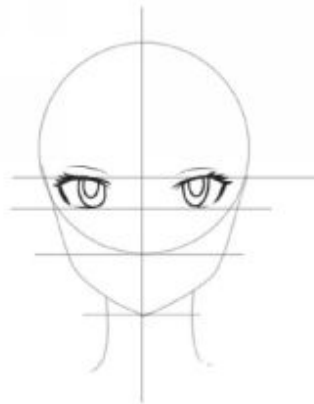


Start drawing an eye underneath the eye guideline. Usually, the eye is placed right around that spot. After drawing the shape of the eye, draw a horizontal line just beneath it to serve as the measurement of its height and also as a guide for the other eye.

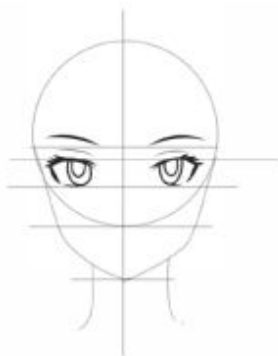


Draw the other eye on the other side of the head, just underneath the eye guideline and the horizontal line we just made for the eye's base. While at it, add in the eye's details such as the lashes, eyelid folds, iris, and pupils.

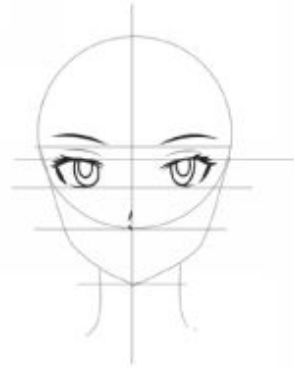
Note: Remember that the space between the two eyes should be around the length of an eye. Start drawing an eye underneath the eye guideline.



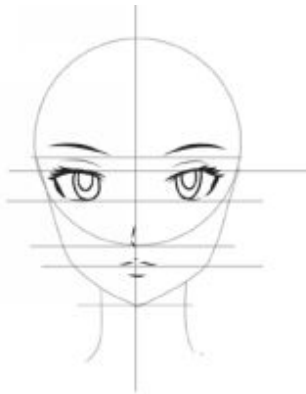
Draw a horizontal line just above the eyelid folds and draw the eyebrows above it.



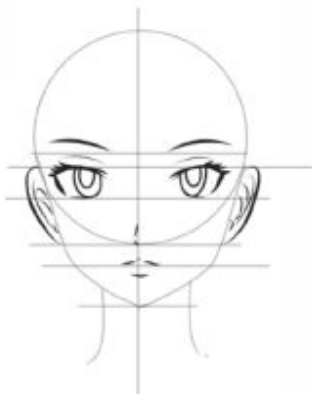
After that, draw the nose along the middle vertical line and just right above the jaw line as shown in the illustration.



Add another horizontal line between the nose and the chin line to have a guide for the mouth. Place and draw in the mouth along the horizontal line and the middle vertical line, underneath the nose.



Next, draw the ears on each side of the head by placing them just between the jaw line and the eyeline.



After that, draw the hair of the character just around the head (see "Drawing the hair" section for reference).

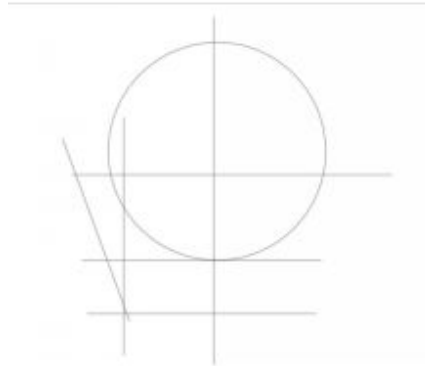


Then, darken the necessary lines and erase the guidelines. For the additional final touches, just add in some details such as shading, colors, etc.

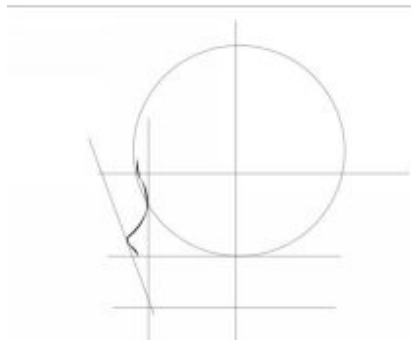


The Side View

For drawing the side view face, let us start by first setting up the head's guidelines (see "Drawing the Head" section for reference). Make sure to use lighter strokes so that it could be erased much more easily later.

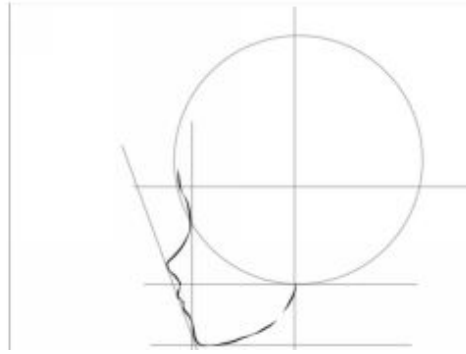


After setting up the guidelines, draw the forehead and the nose. Usually, the nose is placed just right above the jaw line. Remember to make the tip of the nose touch the slanted line on the outside of the circle.

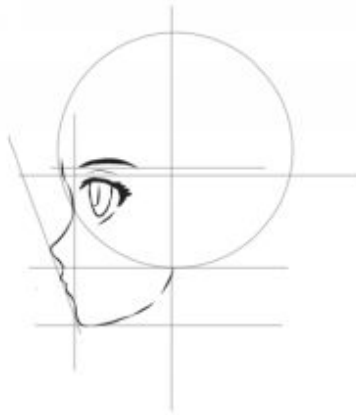


Draw the outer shape of the mouth by drawing a vertical "M" shape just below the base of the nose. After drawing the mouth, proceed with outlining the chin and the jaw using curved lines. Use the guidelines to help you.

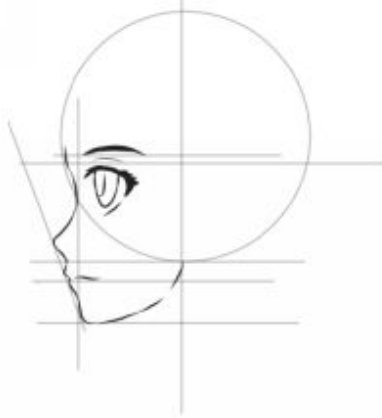
Note: When drawing the mouth's outer shape, always remember that the upper lips' tip and the lower lip should also touch the slanted line.



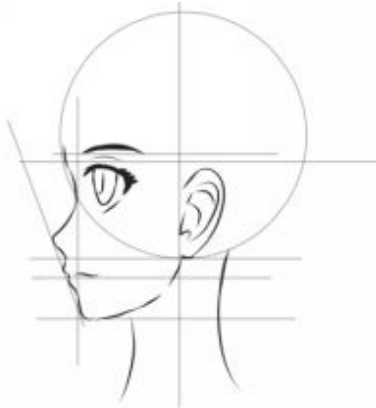
Next, draw the eye just under the eye line. In most cases, the eye's placement in the side view is just the same as its placement in the front view. The only difference is that only one eye is visible from this angle. Follow up by drawing the fold and eyebrow just above the eye guideline. Alternatively, you could draw a horizontal line slightly above the eye line to serve as a guide for the eyebrow (see illustration for reference).



Then, draw a horizontal line right in the middle of the chin and the nose's base to serve as a mouth placement guide. Draw the mouth just a little above that horizontal line, as shown in the illustration.



Draw the shape of the ear in between the eye and jaw guidelines. Then add the neck.



For the final step, simply add the hair and you're done.



Ink the necessary lines and parts of the face and erase the guidelines.

Note: While inking, you could also modify and improve some parts you think need any adjustments.

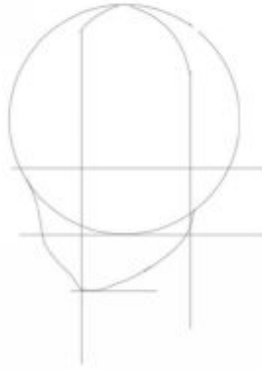


For the finishing touch, add some details and shading.



The 3/4 View

Start by drawing the head, along with the necessary guidelines needed for mapping the face (see "Drawing the Head" section for the detailed process of drawing the 3/4 head view).

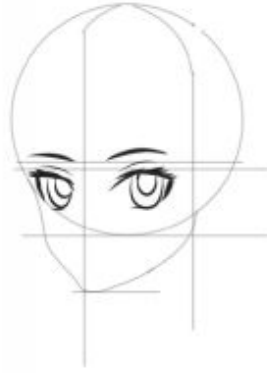


Now, let us start drawing the face's features. First, adding the eyes. To do that, draw the eyes just underneath the eye line.

Note: The near-eye, as said before, should be a little bigger than the far-eye to give the eyes the right angle view.



Draw a horizontal line just above the eyes and add the eyebrows along that line. You can draw them in wave-like shapes with the inner ends pointed slightly downwards or with just a downward curve line if you prefer. Like the eyes, draw the eyebrow closer to the viewer (right eye) a little wider than the one that is further from the viewer (left eye).

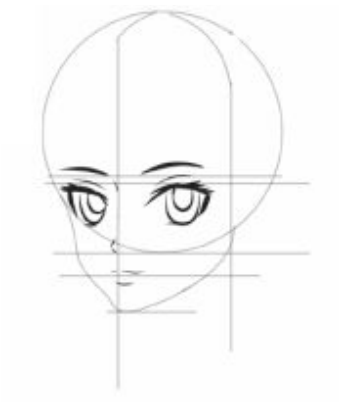


After that, position and draw the nose just above the jaw line, along the vertical line representing the middle of the 3/4 face. The bridge of the nose should transition in the area around the eyebrows. You can show just a hint of this on the further side (left side) of the face with a line that defines the nose pointing towards the further eyebrow.



Draw a horizontal line between the nose and a chin for a mouth placement guide. Then, after making the guideline, draw the upper part of the lips just a little above it and the bottom part of the lip, just below it.

Note: The side of the lips near the viewer is slightly wider than the further side.



Afterward, draw and place the ear right in between the eye line and nose line.



After drawing the ear, proceed to draw the hair around the top of the head.



At this point, you can remove any of the guidelines from your illustration and erase any parts hidden by the hair.



Add in some details like minor shades and shadows or color.



THE FRONT VIEW



THE SIDE VIEW



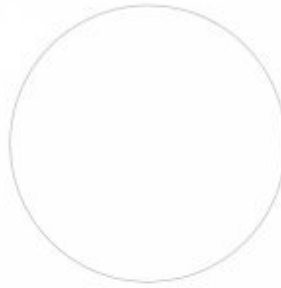
THE 3/4 VIEW



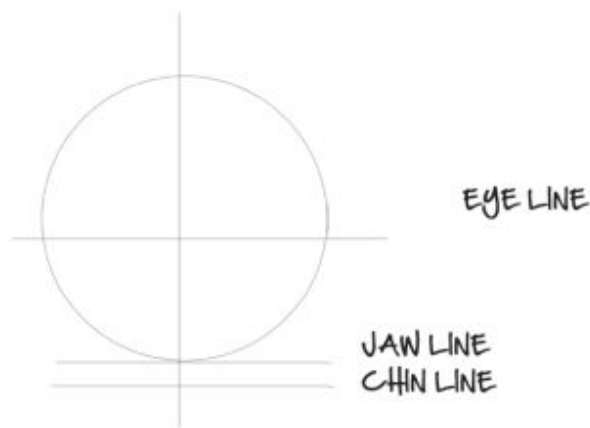
-Child's Face-

Now that we're done learning the basics of mapping and drawing an anime face, we should apply it to different anime faces. But before that, you have to remember that drawing any anime face is basically following the same step-by-step process. They may only differ depending on the face's features (bigger eyes, smaller nose, wider/rounder face, short chin, etc.) Therefore, in this section, we will be focusing more on features specific to the face's type while simply following the basic process of drawing the face. We'll first begin drawing an anime child's face.

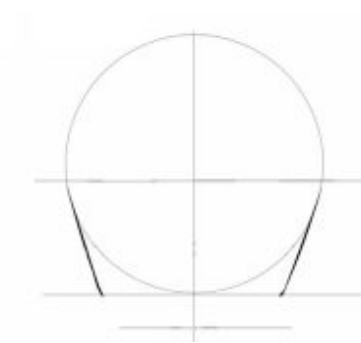
Start by drawing our trusty circle.



Draw the necessary guidelines shown in the illustration.

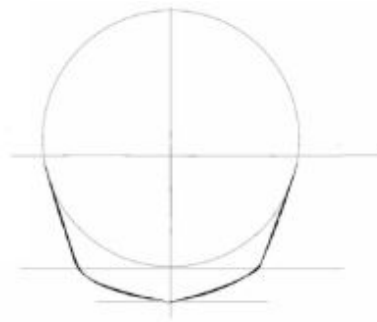


Draw slanted lines on each side of the circle going down to the jaw line.



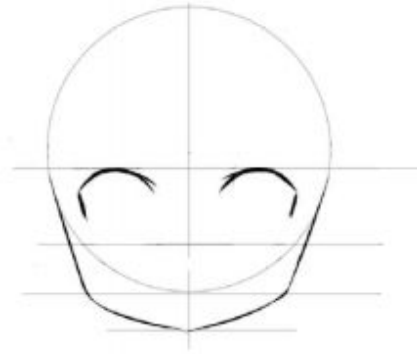
Add the cheeks and the chin by drawing another pair of curving slanting lines on each side, just right below the jaw line, and connect them right in the middle of the chin line.

Note: As you draw the chin and the cheeks, make sure that you draw them rounder.

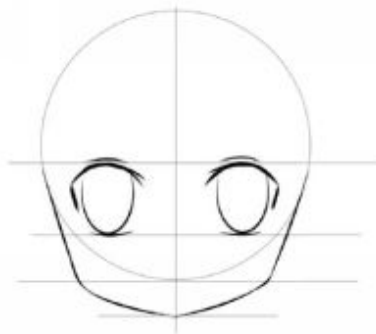


Draw the upper shape of the eye just below the eye guideline or the line in the middle of the face. Then, draw a light horizontal line to indicate the desired height of the eye.

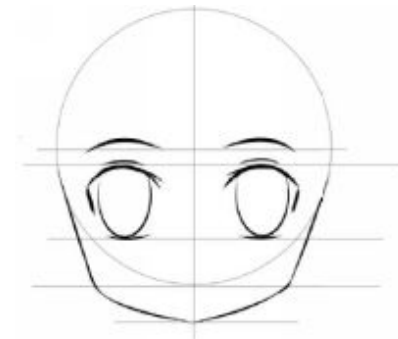
Note: The eyes of anime children tend to be bigger than adult characters.



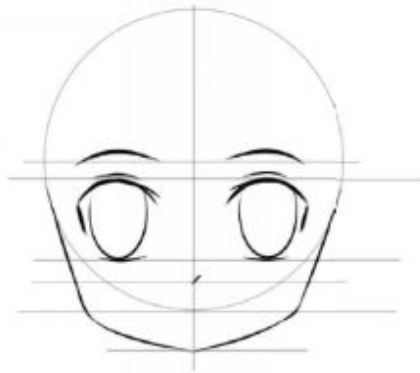
Draw the lower portion of the eyes by making short horizontal curved lines right around the horizontal line we made earlier. After that, draw oval shapes inside each eye, going from the upper eyelid down to the lower eyelid, for the iris. Then, add in the eyelid folds by illustrating short horizontal curve lines just slightly above the eye line.



Then, draw a light horizontal line above the eyelid folds to serve as a guide for the eyebrows. After that, simply add the eyebrows along this line by drawing horizontal curved lines.

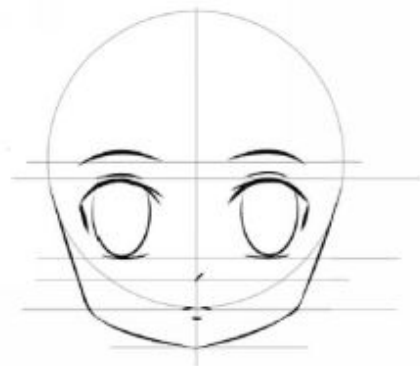


The next step is to draw the nose. But before that, you should know that the nose's placement in an anime child's face is slightly different from the older characters, as it is usually placed much higher above the jaw line. In most cases, the child's nose is drawn just as a line or a dot. Draw a horizontal line just between the base of the eye and the jaw line. Then simply add in the nose right above it.

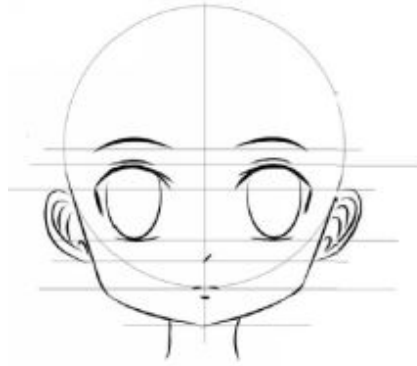


Draw the mouth just above the jaw line.

Note: The mouth of anime kids are usually smaller.



Draw the ear just above the jaw line. An anime kid's ear tends to be smaller, so most of the time, the top of it doesn't go all the way to the eye line. So instead of that, draw one ear first on one side of the face, then draw a horizontal line right around the top of it, running across the face, to serve as the guide for the other ear.



After that, draw the hair (see "Drawing the Hair" chapter for an in-depth explanation of how to draw the hair).



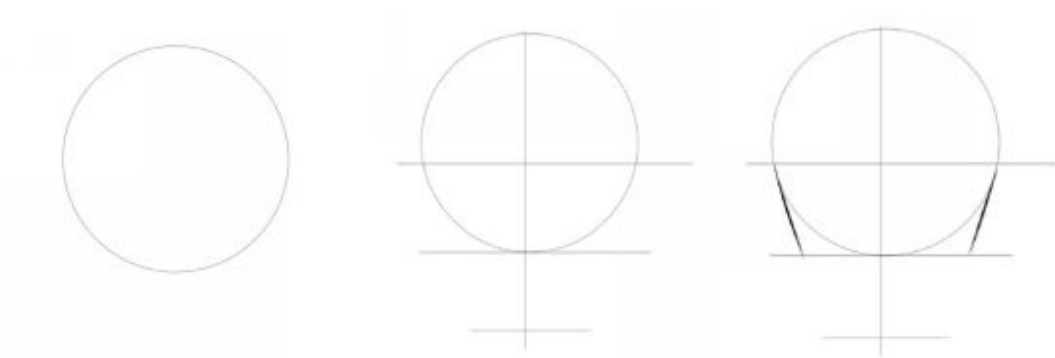
Lastly, darken the necessary lines, and erase the guidelines to have clean, defined lines. Add in some details. And yet again, we have completed another illustration!



-Basic Male-

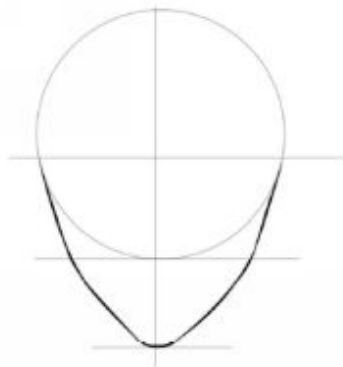
Let's go over the basic anime male face. Drawing the anime male face simply follows the same process as drawing an anime kid's face. Only the features are different. So, we'll be focusing more on that as we go through the process. Now, do the usual steps (drawing the head, setting the guidelines).

Note: The head of male characters tends to be long and wide. Remember to consider that before setting up the chin line for the male anime face and head.

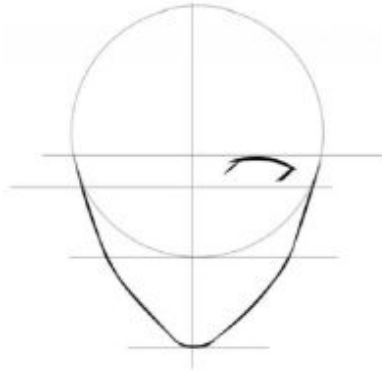


Next, draw two slanted lines below the jaw line and connect them by the chin line.

Note: Male characters usually have wider chins.

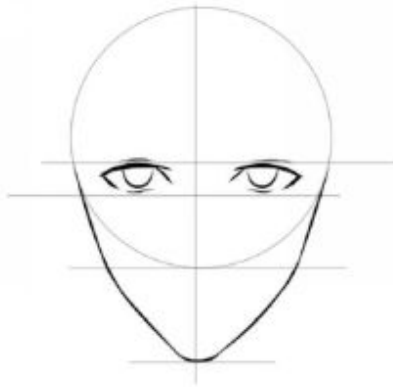


Draw the shape of an eye just below the eye line. Remember that the anime male eyes usually are narrow. Create a horizontal line under the eye to serve as the guide for the other one.



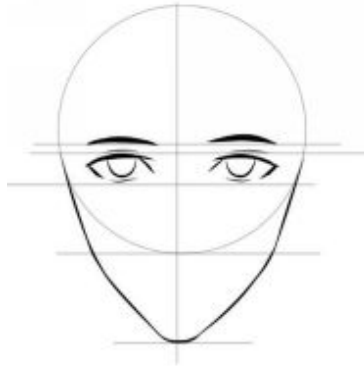
Add the other eye on the other side of the face by following the guideline we just set.

Note: The distance between the two eyes should be around the length of an eye.

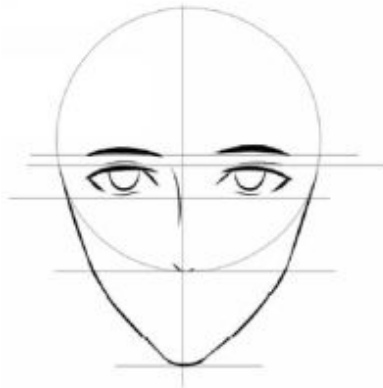


Draw a light horizontal line slightly above the eye as a guide for the eyebrows. After that, add in the eyebrows drawing them along that line.

Note: Male eyebrows tend to be thick.

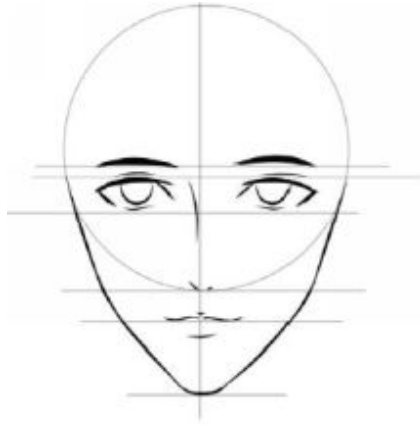


Draw the shape of the nose right in the middle of the face, just slightly above the jaw line. The next step is to draw a light horizontal line right in the middle of the chin and the nose for the mouth placement. After that, draw the mouth around that line.



The next step is to draw a light horizontal line right in the middle of the chin and the nose for the mouth placement. After that, draw the mouth around that line.

Note: Usually, male anime mouths are a bit wider compared to the female's.



Add the ears on each side of the head just between the eye line and the jaw line.



Then, simply add in the desired hairstyle on the head, and you're done!



Darken the necessary lines for the anime face and head. Then erase the guidelines for a much cleaner look.



Add in details such as shades and shadows, colors for the final touch. And once again, you've completed another drawing!

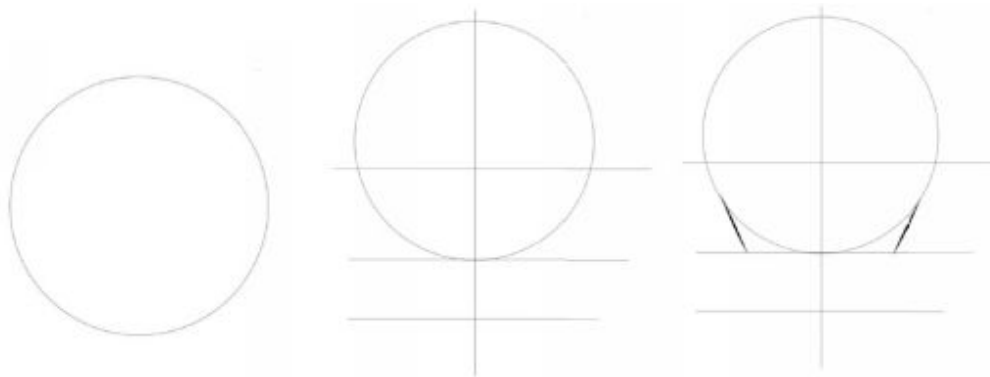


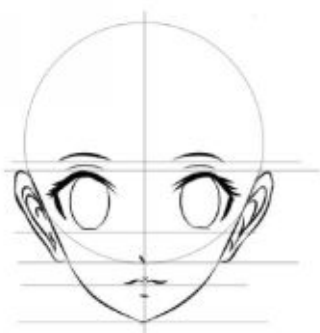
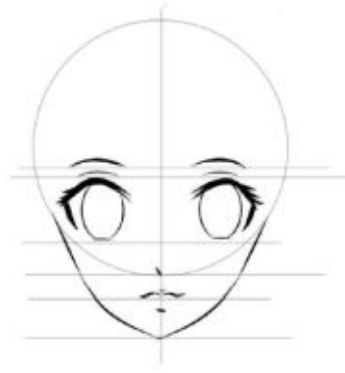
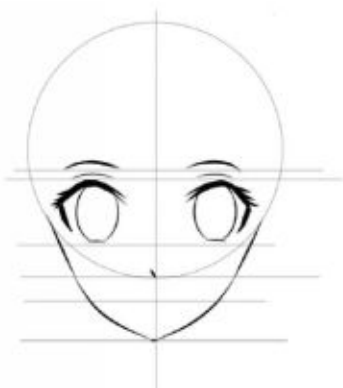
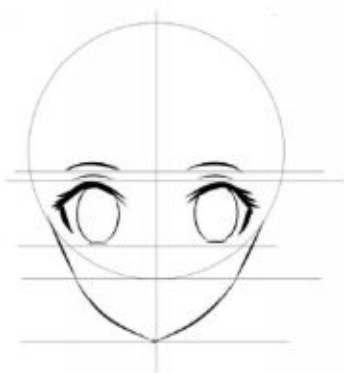
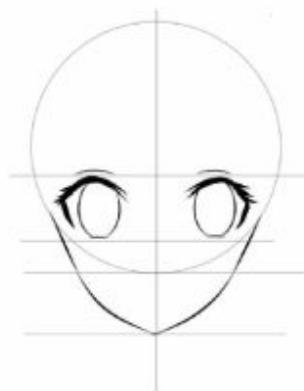
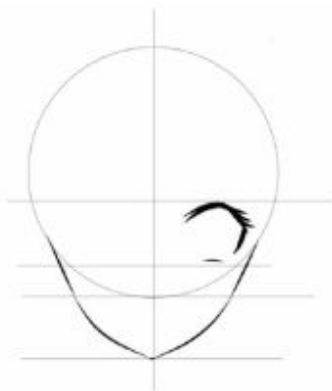
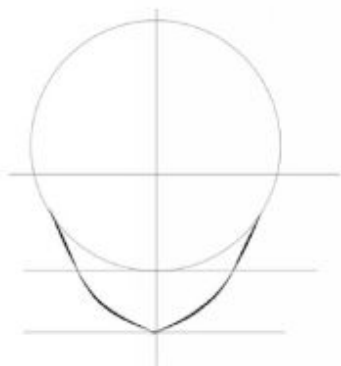
-Basic Female-

One more time, for the basic female face, we have to follow the same step by step process. But as you follow along the illustration, remember the following features of the anime female's face:

1. The female eyes tend to be bigger and wider than males, but a little smaller than the kid's eyes.
2. Female anime noses are often depicted as a line and a dot, usually smaller than males.
3. The shape of the female's head is rounder and smaller than the male's head.
4. The female anime's chin is short.
5. The female anime's mouth tends to be curvier and shorter.
6. Often, anime female's necks are thinner than the male's.

Let's get drawing!







-Conclusion-

As you see, the drawing process for each type of basic anime face is really similar, almost the same, with its features being the only thing that makes the difference. But still, that doesn't mean that these are the only ways of drawing anime faces. It depends on the artist's style, taste, and preference.

-Other Examples-

Older anime characters (especially males) usually have more defined facial features and faces that tend to have proportions closer to real people. Some lines (wrinkles) are also included to indicate the age of the character. The face's bone structure is much more prominent in adult and old characters than the younger ones. This is because as a person grows older, the skin becomes a bit saggier, which makes some features of the skull more prominent, such as the cheekbones. The face's overall shape is also a bit edgier. The same thing can also apply when drawing female characters of the same age, with just a few differences in the face's features.

Below are samples of male characters in adult and old age that you could observe and use for reference.



ADULT MALE



OLD MALE

As mentioned on the previous page, the same male face's features in adults and elderlies can also be applied when drawing the female characters of the same age range, such as wrinkles, hints of the cheekbones, etc. Only usually, they are less prominent for females than males. In some cases, they are not applied by artists. Instead, the features that mostly emphasize are the eye's shape (narrower than younger females), the head (much longer than the younger ones), and the lips (often portrayed wearing lipsticks) when drawing adult female animes. Here are some examples of the female face in the adult and old age that you could observe and use for a reference.



ADULT FEMALE



OLD FEMALE

CONCLUSION

When getting started, anime faces can be difficult to draw, which is why it is crucial to keep practicing with a desire to improve until you've mastered it. Do not limit yourself to the basics. Explore different methods and styles of anime. The possibilities and variations are endless. You can use the basic step-by-step processes for any anime drawing. Never stop yourself from experimenting with new things. It's the only way to create your own unique style!

All in all, just don't put your drawing pen down and keep practicing the art! Give your best at everything you do. Yearn for improvement every day. Remember, even the greatest artists started as beginners and faced the same challenges but overcame them with practice! Stay motivated! Do not forget you are learning to draw not because you're already good at it but because you desire to be good at it.

Thank you, and happy drawing!



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